Spartan Ops

Introduction

The Spartan Program began under dubious circumstances. Children were selected and kidnapped from their families and replaced with terminally ill flash clones. Their parents would assume that their child merely died of disease. The training of the Spartans was brutal, and sometimes fatal.

Spartans were originally a means to quell human insurrection in outlying colonies, and the Covenant were initially not a factor driving the research. After the disastrous first contact at the human colony world of Harvest, Spartans were directed at the new alien threat. They became the most successful soldiers on the ground.

Spartans could never be listed as "Killed In Action." The UNSC knew that even the presence of a single Spartan at any desperate battle was enough to steady beleaguered ground troops. Propaganda built up the Spartans as perfect soldiers, unkillable machines of war, therefore the loss of any Spartan could only be reported as "Missing In Action." Over the three decades of war with the Covenant, many Spartans went MIA, and none was more famous, more feared by the enemy, than the Master Chief Petty Officer John-117.

In the aftermath of the Human-Covenant war, the feats of Spartans had passed into legend, and their numbers severely depleted. In a post-war galaxy, the UNSC knew that it needed the Spartans. The Spartan-IV project was intended to fill that gap, to create an entire branch of the UNSC that would continue that legend against foreign and domestic threats. The new Spartans are all volunteers, the best and brightest humanity has to offer all led by veteran survivors of the war.

Welcome to the Spartans. Welcome to Spartan Ops.

As a new member of the Spartan corps' Fireteam Crimson aboard the UNSC *Infinity* , you will undertake missions on the shield-world of Requiem, where the war against the resurgent Covenant rages on. Taking place in the aftermath of *Halo 4* , players are able to experience an entirely new story line with their own Spartan-IV, and earn experience points after every battle to unlock new weapons, armor types, armor abilities, Tactical Packages, and Support Upgrades. The best thing about Spartan Ops is that anything you unlock through these missions actually applies to the War Games multiplayer. If you feel like you're struggling against the competition's arsenal, you can always accomplish a few Spartan Ops to reach those needed upgrades.

Spartan Ops are found by choosing the *Infinity* option on the main menu. If it's your first time doing so, you'll see a cinematic that primes you for the action to come. Then you're taken to the main Infinity menu, where you can access everything to do with multiplayer.

So You Think You're the Master Chief or Something?

If you've played the Campaign on Heroic or Legendary, you probably have a few ideas about what you'll be able to do against the Covenant and their Promethean allies.

- The Enemy Is Tougher: You might try firing up a Spartan Ops mission on Heroic, thinking that you're hot stuff, only to find yourself getting killed again and again. Some Spartan Ops on Heroic are at least as hard, if not harder, than the toughest sections of the Campaign on Legendary, and it only gets harder. You will see higher ranking enemies appear earlier into your Spartan Ops, and they are all generally tougher to kill. Every enemy will try much harder to avoid taking damage, which makes weapons like grenades or rockets less effective, as the enemy is more likely to dodge away from them.

- The Odds Are Worse: You can expect overwhelming enemy numbers from the very beginning of your Spartan Ops. There's a reason why these missions are not being handed off to regular grunts. Even a squad of four Spartans will be hard-pressed to achieve victory. We can guarantee this: you will never fight so hard just to get close to a switch that needs to be pushed.

- Lone Wolves Are Dead Wolves: While it is entirely possible to slog your way through each chapter by yourself, if you're trying to avoid getting killed repeatedly, you'll be moving with your group. Your chances greatly improve if you bring friends along for the ride, focus your fire, and in general, stick close to your allies to support each other. A maximum of four players can participate in a Spartan Ops mission.

- No Rush: Because the odds are so stacked against you, rushing headfirst into any battle is not the best call to make. If you are overly aggressive and try to take the fight to shorter ranges, you'll most likely be dying more often and have to make your way back to the fight each time. This ties back to the lone wolves advice. If you're going to rush at an enemy position, have some backup to cover your flanks.

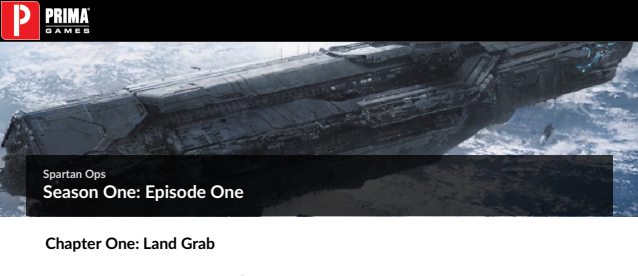
- Your Starting Arsenal Is Limited: If you haven't participated in War Games, you might be surprised that your Spartan-IV's available loadout is fairly limited in the beginning. The Assault Rifle isn't exactly a threatening weapon on higher difficulty Spartan Ops, and a Magnum is at its best when the enemies are unshielded and there is plenty of spare ammo nearby. Your starting grenade type is the Frag Grenade. Any other weapons or explosives will have to be found in the field. On top of all that, you lack any Armor Abilities, Tactical Packages, and Support Upgrades. It's totally possible to succeed despite these disadvantages, but you'll want to look into getting new weapons and equipment as soon as possible.

- Use the Best Tools: Headshots are the quickest way to bring down most of the enemies you face, so you always want to bring weapons like the Magnum, Battle Rifle, Covenant Carbine, DMR, or LightRifle within your loadouts.

- Ammo Crates, Best Crates: Many Spartan Ops missions have UNSC ammo crates strewn throughout the maps. These locations allow you to stay fully stocked for your UNSC firearms. These locations can make excellent points to make a stand against encroaching waves of enemies, as you can really cut loose with your firepower and not be pressured too much by limited ammo. Ammo crates never disappear during a mission, so you can always fall back if necessary to rearm and catch your breath. In general, always know where these crates are, so you can guarantee that you will have firepower when you need it most.

On the Next, Exciting Episode of ...

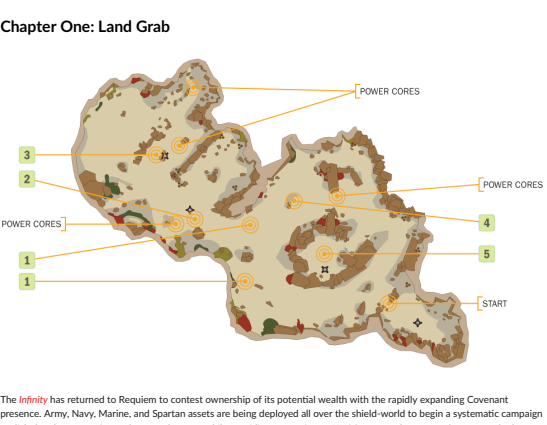
Spartan Ops tell a story distinct from the Campaign. How it's delivered is actually quite unique. At launch, the first episode, consisting of 5 missions, will be made available. Periodic updates from 343 Industries will add a new episode to the story free of charge, each including a new set of five missions, until the season is finished. Every mission can be played on all four difficulty levels available to the main Campaign, which will affect your total reward at the end of the mission. All of the Spartan Ops detailed in this guide will be from Season One, Episode One. All missions were completed on Heroic difficulty, while playing co-operatively with another Spartan.



Spartan Ops

Season One: Episode One

Chapter One: Land Grab



The *Infinity* has returned to Requiem to contest ownership of its potential wealth with the rapidly expanding Covenant presence. Army, Navy, Marine, and Spartan assets are being deployed all over the shield-world to begin a systematic campaign to dislodge the enemy from wherever they are, while providing protection to UNSC non-combat assets there to study the Forerunner installation. Spartan Miller is on hand to provide Fireteam Crimson with tactical and strategic support over the radio.

Mission Briefing

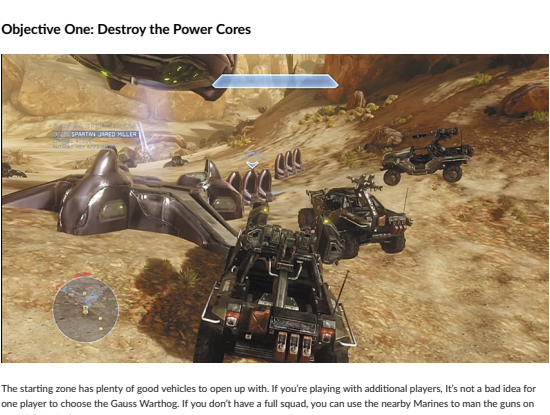
Your first operation on Requiem as a member of Fireteam Crimson is going to set the tone for all Spartan Ops going forward. Expect extensive foot and armored presence throughout the sector. The Covenant have had some time to set up before the *Infinity* arrived. Your primary targets are a set of wireless distribution power cores scattered throughout the area. With the cores down, you're to clear the area of all Covenant, as well as any reinforcements that may show up in response to your assault.

- Map Location: Quarry

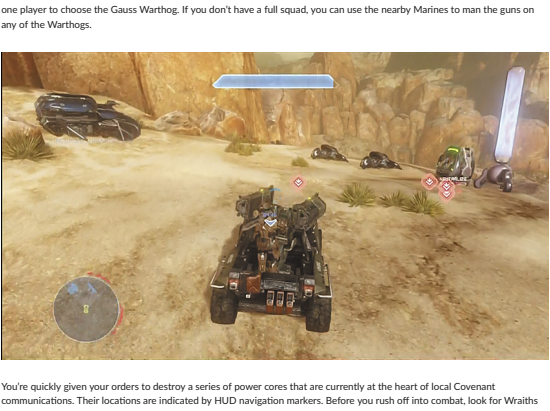
Recommended Loadout

If you're just starting out, the basic kit every Spartan-IV starts with is not a terrible liability. However, not having a vehicle is. This map has a lot of ground to cover, and trying to do so on foot is neither fun nor fast. The Pelican drops you off at a makeshift UNSC depot where there are plenty of Warthogs to choose from, along with a score of Marines ready to man their guns. You can also find Ghosts parked close to the Warthogs. It's highly recommended that players upgrade to Wraiths as soon as possible to leverage their plasma mortars against the enemy.

Objective One: Destroy the Power Cores



The starting zone has plenty of good vehicles to open up with. If you're playing with additional players, it's not a bad idea for one player to choose the Gauss Warthog. If you don't have a full squad, you can use the nearby Marines to man the guns on any of the Warthogs.

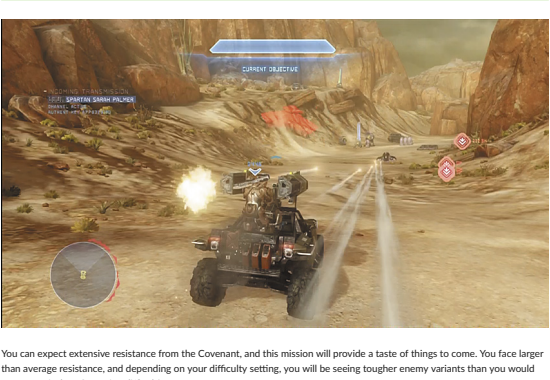


You're quickly given your orders to destroy a series of power cores that are currently at the heart of local Covenant communications. Their locations are indicated by HUD navigation markers. Before you rush off into combat, look for Wraiths parked throughout the valley. A good "all-around" set up for a four-player game would have at least two Wraiths, a Gauss Warthog, and a Machine Gun or Rocket Warthog. The gunner positions on the Warthogs would be manned by the Marines. This provides a good, balanced setup that lets the Warthogs protect the heavier Wraiths from troops that get a little too brave. Another good set up is for the four players to each take a Wraith of their own, and rain plasma mortars from afar.

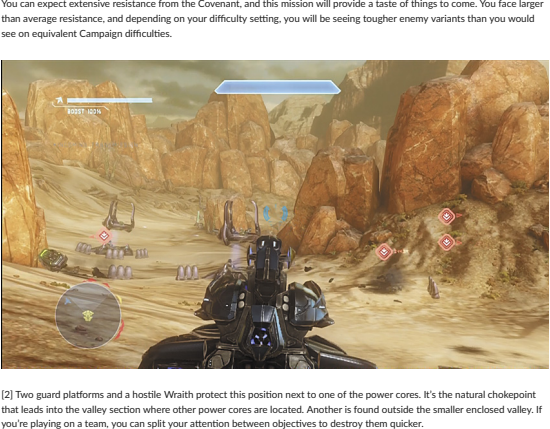
Key Combat Tip

Tip

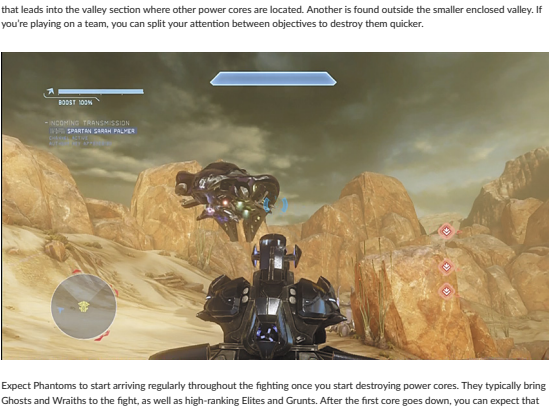
We really recommend sticking to long range vehicle-based combat tactics for this mission. Trying to do this on foot is totally possible, but can also be very time consuming. On that note, be careful with your vehicles, particularly the Wraiths! There are only a finite number of rides available to take on this mission. Losing your Wraiths due to carelessness can put a serious damper on your ability to complete the mission.



You can expect extensive resistance from the Covenant, and this mission will provide a taste of things to come. You face larger than average resistance, and depending on your difficulty setting, you will be seeing tougher enemy variants than you would see on equivalent Campaign difficulties.

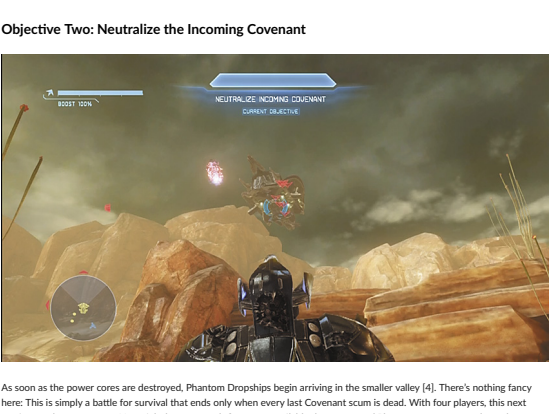


[2] Two guard platforms and a hostile Wraith protect this position next to one of the power cores. It's the natural chokepoint that leads into the valley section where other power cores are located. Another is found outside the smaller enclosed valley. If you're playing on a team, you can split your attention between objectives to destroy them quicker.



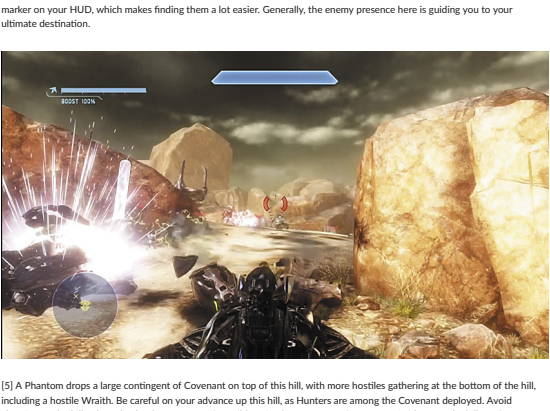
Expect Phantoms to start arriving regularly throughout the fighting once you start destroying power cores. They typically bring Ghosts and Wraiths to the fight, as well as high-ranking Elites and Grunts. After the first core goes down, you can expect that the surviving cores will see regular reinforcements until they too are destroyed. This isn't a problem if you've got a Wraith or two on your side. You can easily destroy reinforcements and cores from a safe distance. Just don't get careless and let an enemy Wraith blast you with its mortars.

Objective Two: Neutralize the Incoming Covenant



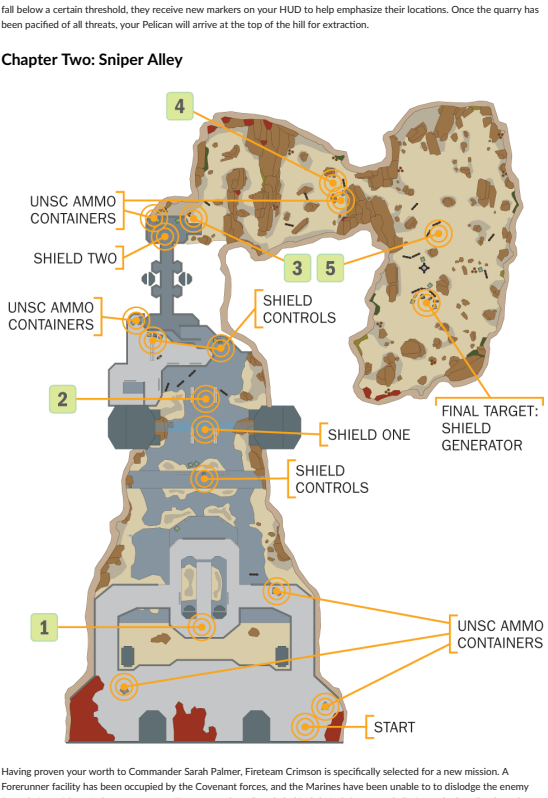
As soon as the power cores are destroyed, Phantom Dropships begin arriving in the smaller valley [4]. There's nothing fancy here: This is simply a battle for survival that ends only when every last Covenant scum is dead. With four players, this next section can become a rout. You might have so much firepower available that a targeted Phantom may not even have the chance to deploy any troops.

More troops begin arriving throughout the valley by Drop Pods [4]. At this point, all hostiles should be marked with a red marker on your HUD, which makes finding them a lot easier. Generally, the enemy presence here is guiding you to your ultimate destination.



[5] A Phantom drops a large contingent of Covenant on top of this hill, with more hostiles gathering at the bottom of the hill, including a hostile Wraith. Be careful on your advance up this hill, as Hunters are among the Covenant deployed. Avoid charging up the hill unless absolutely necessary. If possible, rain plasma mortars from your Wraiths onto the hilltop. Some groups of players may elect to send up a spotter to ensure the mortars are hitting the right targets.When the enemy's numbers fall below a certain threshold, they receive new markers on your HUD to help emphasize their locations. Once the quarry has been pacified of all threats, your Pelican will arrive at the top of the hill for extraction.

Chapter Two: Sniper Alley



Having proven your worth to Commander Sarah Palmer, Fireteam Crimson is specifically selected for a new mission. A Forerunner facility has been occupied by the Covenant forces, and the Marines have been unable to to dislodge the enemy from their positions. Palmer wants your Fireteam to drop directly behind their defenses and eliminate the hostiles, layer by layer, until the facility is open to the UNSC.

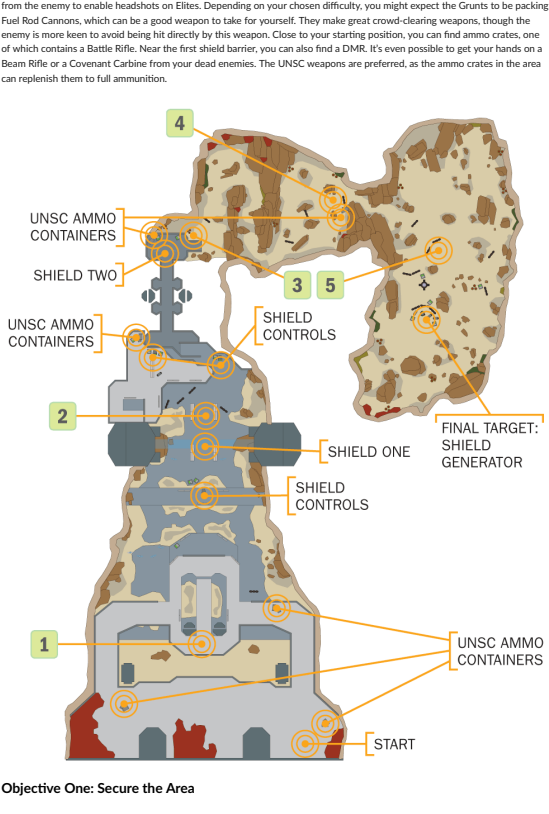
Mission Briefing

This mission is named Sniper Alley for a reason. After breaking your way through a series of defense lines enhanced by barrier fields, you're exposed to Jackal Snipers firing from a multitude of positions, and there are no convenient Wraiths or Warthogs to help you clear out the enemy. After breaking through the defenses, you're to call in artillery to destroy a shield generator located in the canyons outside of the facility.

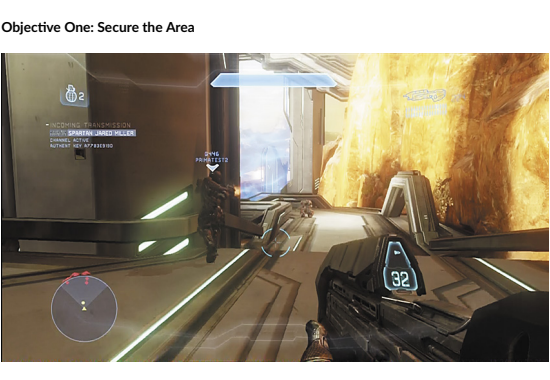
- Map Location: Sniper Alley

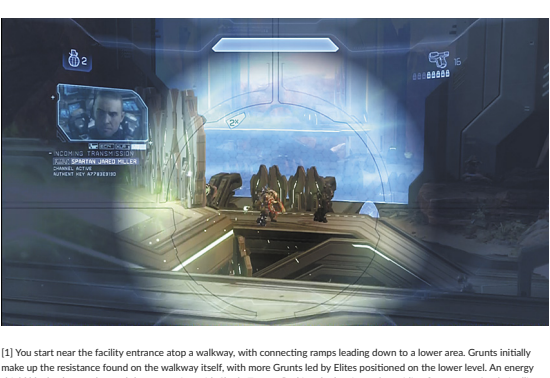
Recommended Loadout

Take any precision headshot weapon you can get your hands on. The starter Magnum is fine, and you can take a Plasma Pistol from the enemy to enable headshots on Elites. Depending on your chosen difficulty, you might expect the Grunts to be packing Fuel Rod Cannons, which can be a good weapon to take for yourself. They make great crowd-clearing weapons, though the enemy is more keen to avoid being hit directly by this weapon. Close to your starting position, you can find ammo crates, one of which contains a Battle Rifle. Near the first shield barrier, you can also find a DMR. It's even possible to get your hands on a Beam Rifle or a Covenant Carbine from your dead enemies. The UNSC weapons are preferred, as the ammo crates in the area can replenish them to full ammunition.

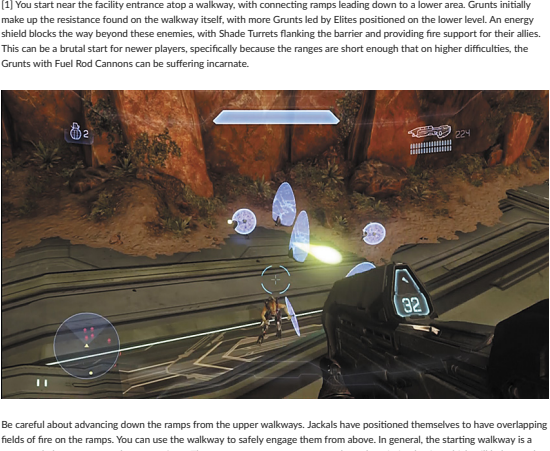


Objective One: Secure the Area

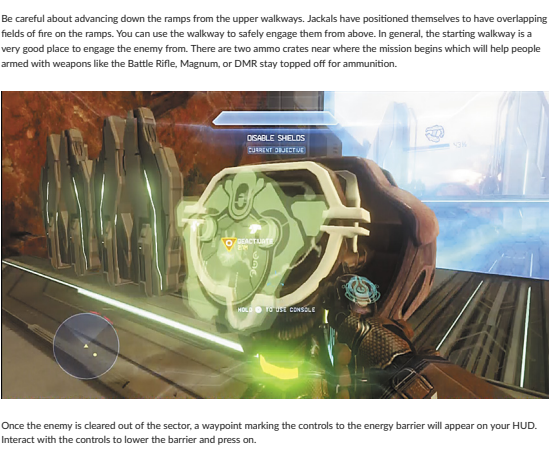




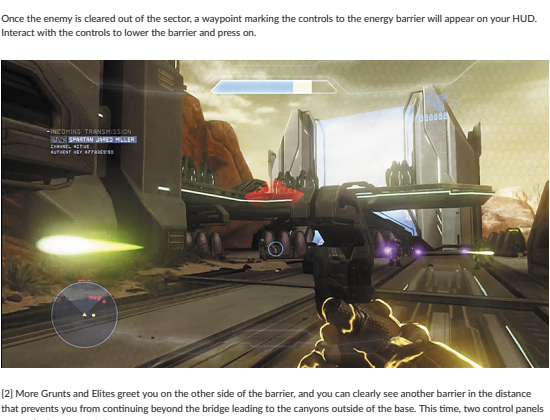
[1] You start near the facility entrance atop a walkway, with connecting ramps leading down to a lower area. Grunts initially make up the resistance found on the walkway itself, with more Grunts led by Elites positioned on the lower level. An energy shield blocks the way beyond these enemies, with Shade Turrets flanking the barrier and providing fire support for their allies. This can be a brutal start for newer players, specifically because the ranges are short enough that on higher difficulties, the Grunts with Fuel Rod Cannons can be suffering incarnate.



Be careful about advancing down the ramps from the upper walkways. Jackals have positioned themselves to have overlapping fields of fire on the ramps. You can use the walkway to safely engage them from above. In general, the starting walkway is a very good place to engage the enemy from. There are two ammo crates near where the mission begins which will help people armed with weapons like the Battle Rifle, Magnum, or DMR stay topped off for ammunition.

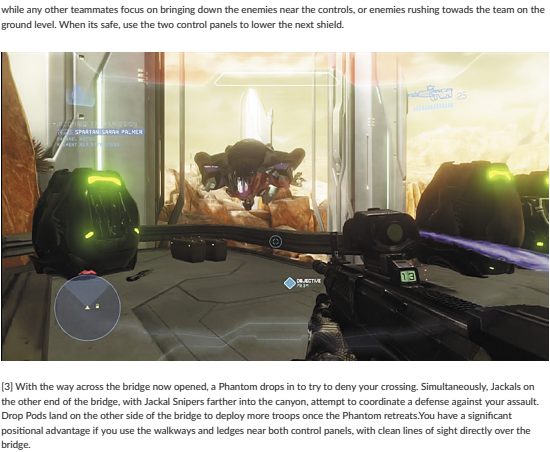


Once the enemy is cleared out of the sector, a waypoint marking the controls to the energy barrier will appear on your HUD. Interact with the controls to lower the barrier and press on.



[2] More Grunts and Elites greet you on the other side of the barrier, and you can clearly see another barrier in the distance that prevents you from continuing beyond the bridge leading to the canyons outside of the base. This time, two control panels are marked on your HUD.

Now that you're out in more open space, you can expect to start taking fire from Jackal Snipers with Beam Rifles on the same platform where one of the switches is located. If you're with a team, try to have at least one player counter-snipe the Jackals while any other teammates focus on bringing down the enemies near the controls, or enemies rushing towards the team on the ground level. When its safe, use the two control panels to lower the next shield.

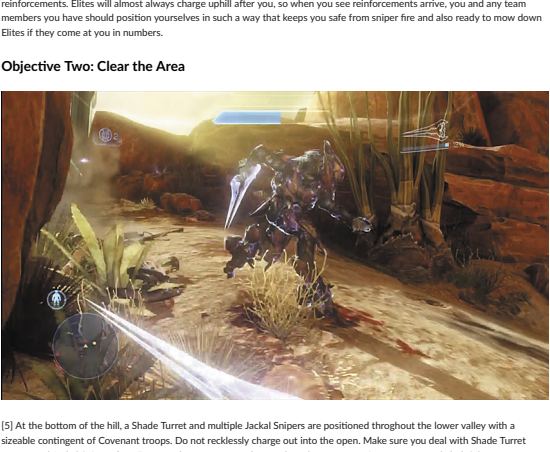


[3] With the way across the bridge now opened, a Phantom drops in to try to deny your crossing. Simultaneously, Jackals on the other end of the bridge, with Jackal Snipers farther into the canyon, attempt to coordinate a defense against your assault. Drop Pods land on the other side of the bridge to deploy more troops once the Phantom retreats.You have a significant positional advantage if you use the walkways and ledges near both control panels, with clean lines of sight directly over the bridge.

[4] With this latest wave of hostiles defeated, cross the bridge into the winding canyon path beyond. Elites rush up the path toward the bridge, while another Phantom and some Drop Pods deploy reinforcements farther downhill. Expect a significant number of Jackal Snipers to be among the enemies in this section. Try not to peek over the hill recklessly. It's almost better if you force the Covenant to advance uphill toward you. The Elites are much easier to handle when they have to walk into a hail of your fire.

As you clear out groups of enemies, slowly advance down the hill, watching for Drop Pods or Phantoms to bring in reinforcements. Elites will almost always charge uphill after you, so when you see reinforcements arrive, you and any team members you have should position yourselves in such a way that keeps you safe from sniper fire and also ready to mow down Elites if they come at you in numbers.

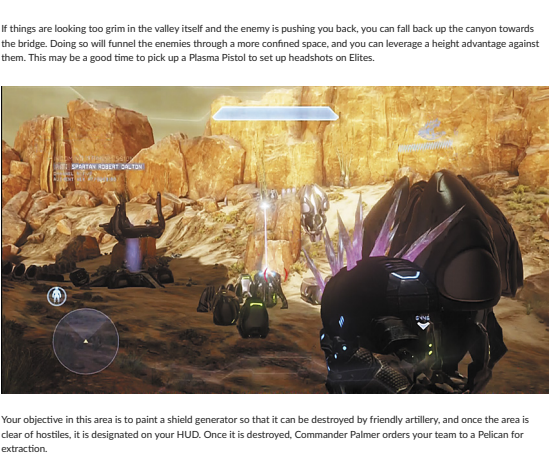
Objective Two: Clear the Area



[5] At the bottom of the hill, a Shade Turret and multiple Jackal Snipers are positioned throughout the lower valley with a sizeable contingent of Covenant troops. Do not recklessly charge out into the open. Make sure you deal with Shade Turret gunner and Jackal Snipers first. Fortunately, you get an ordnance drop that may contain some extremely helpful weapons to deal with the coming storm. Phantoms and Drop Pods bearing more Covenant troops begin making deployments throughout the valley.

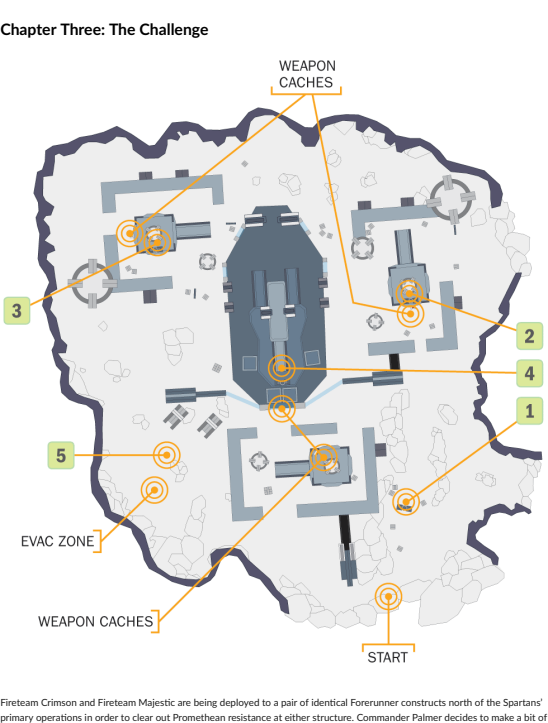
Expect heavy Elite presence. The enemy tends to be deployed near a guard platform a little ways away from the foot of the hill. The ordnance drops should include weapons like a Rocket Launcher or Railgun. With a single rocket you can take the guard platform out of the game, while a Railgun is excellent for bringing down Elites quickly.

If things are looking too grim in the valley itself and the enemy is pushing you back, you can fall back up the canyon towards the bridge. Doing so will funnel the enemies through a more confined space, and you can leverage a height advantage against them. This may be a good time to pick up a Plasma Pistol to set up headshots on Elites.



Your objective in this area is to paint a shield generator so that it can be destroyed by friendly artillery, and once the area is clear of hostiles, it is designated on your HUD. Once it is destroyed, Commander Palmer orders your team to a Pelican for extraction.

Chapter Three: The Challenge



Fireteam Crimson and Fireteam Majestic are being deployed to a pair of identical Forerunner constructs north of the Spartans' primary operations in order to clear out Promethean resistance at either structure. Commander Palmer decides to make a bit of a contest out of the mission: Whichever team clears out their respective combat area first will be awarded the respect of their peers.

Mission Briefing

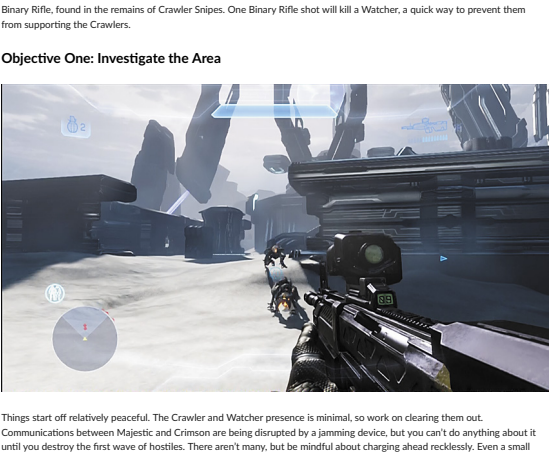
Don't let the early banter fool you, this is a serious operation. Early waves of Promethean Crawlers and Watchers arrive with numbers that even the Chief didn't face on his own. Communications interruptions will require you to destroy local jamming equipment, then power down the Forerunner structures in the area. Expect significant Promethean resistance to build up as soon as you begin disabling their equipment. After your objectives are complete, clear the evac zone of hostiles so the Pelican doesn't get shot down.

- Map Location: Fortress

Recommended Loadout

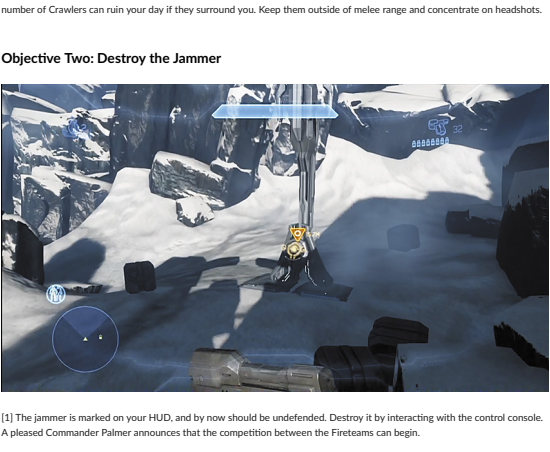
You need a headshot-capable weapon nearly at all times to keep the Crawler hordes culled to manageable levels, and for this we recommend weapons like the DMR or Battle Rifle. If you're stuck with a Magnum, you're still effective against them, though you may want to try and locate a LightRifle from weapons caches hidden throughout the area. In a pinch, the Boltshots recovered from the Crawlers make good backup weapons against all threats. A good secondary weapon to upgrade to is the Binary Rifle, found in the remains of Crawler Snipes. One Binary Rifle shot will kill a Watcher, a quick way to prevent them from supporting the Crawlers.

Objective One: Investigate the Area



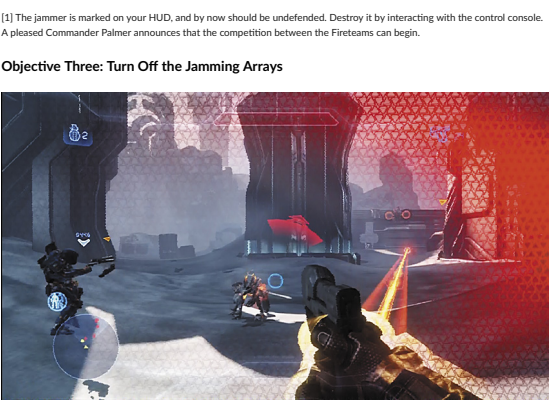
Things start off relatively peaceful. The Crawler and Watcher presence is minimal, so work on clearing them out. Communications between Majestic and Crimson are being disrupted by a jamming device, but you can't do anything about it until you destroy the first wave of hostiles. There aren't many, but be mindful about charging ahead recklessly. Even a small number of Crawlers can ruin your day if they surround you. Keep them outside of melee range and concentrate on headshots.

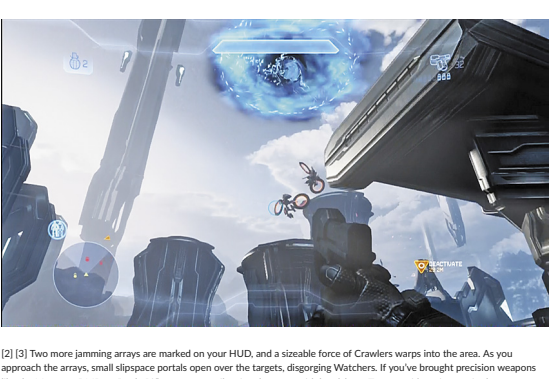
Objective Two: Destroy the Jammer



[1] The jammer is marked on your HUD, and by now should be undefended. Destroy it by interacting with the control console. A pleased Commander Palmer announces that the competition between the Fireteams can begin.

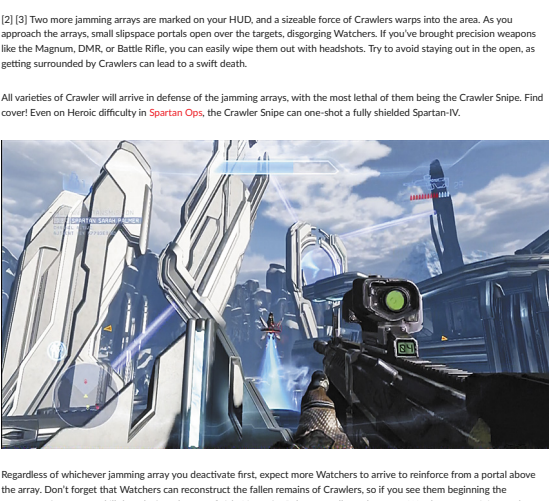
Objective Three: Turn Off the Jamming Arrays





[2] [3] Two more jamming arrays are marked on your HUD, and a sizeable force of Crawlers warps into the area. As you approach the arrays, small slipspace portals open over the targets, disgorging Watchers. If you've brought precision weapons like the Magnum, DMR, or Battle Rifle, you can easily wipe them out with headshots. Try to avoid staying out in the open, as getting surrounded by Crawlers can lead to a swift death.

All varieties of Crawler will arrive in defense of the jamming arrays, with the most lethal of them being the Crawler Snipe. Find cover! Even on Heroic difficulty in Spartan Ops, the Crawler Snipe can one-shot a fully shielded Spartan-IV.



Regardless of whichever jamming array you deactivate first, expect more Watchers to arrive to reinforce from a portal above the array. Don't forget that Watchers can reconstruct the fallen remains of Crawlers, so if you see them beginning the reconstruction process, kill them before they can finish. Listen for Palmer to call out that more Watchers are arriving, and prioritize them.

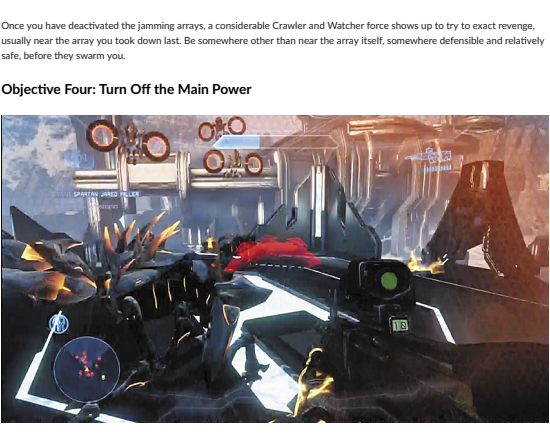
Key Combat Tip

Tip

Watchers left unattended for long enough will start to construct beam turrets throughout the area, which can make your traveling between locations difficult.

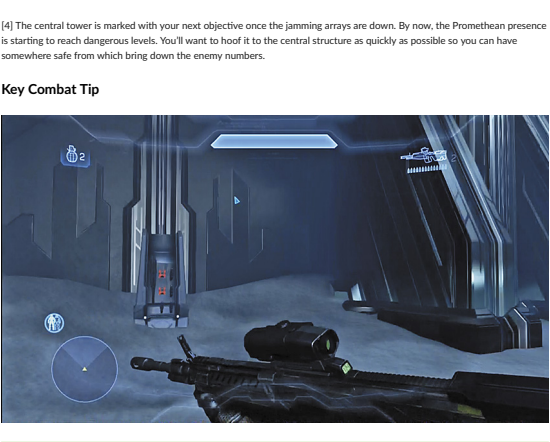
Once you have deactivated the jamming arrays, a considerable Crawler and Watcher force shows up to try to exact revenge, usually near the array you took down last. Be somewhere other than near the array itself, somewhere defensible and relatively safe, before they swarm you.

Objective Four: Turn Off the Main Power



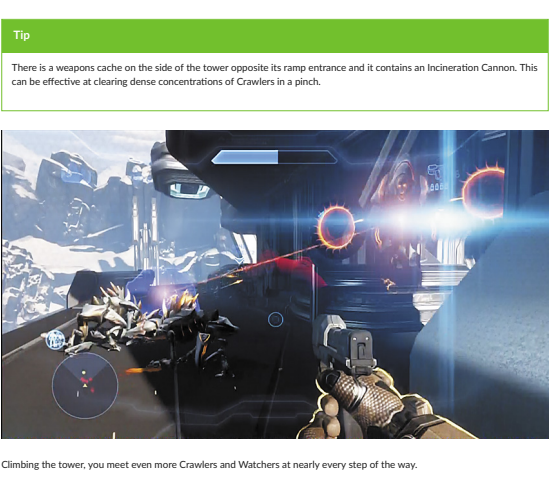
[4] The central tower is marked with your next objective once the jamming arrays are down. By now, the Promethean presence is starting to reach dangerous levels. You'll want to hoof it to the central structure as quickly as possible so you can have somewhere safe from which bring down the enemy numbers.

Key Combat Tip

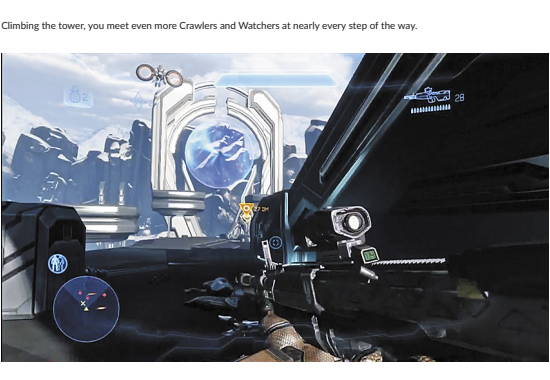


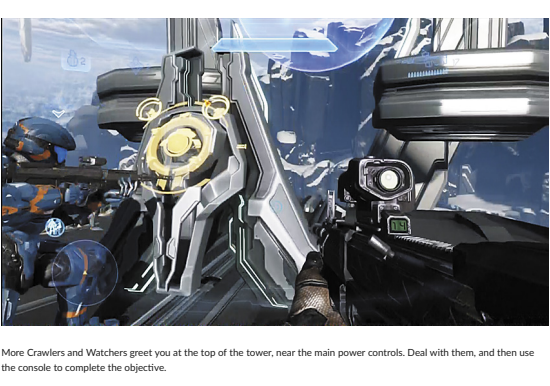
Tip

There is a weapons cache on the side of the tower opposite its ramp entrance and it contains an Incineration Cannon. This can be effective at clearing dense concentrations of Crawlers in a pinch.



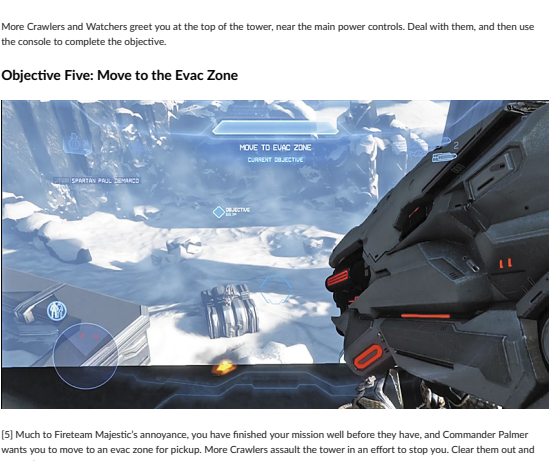
Climbing the tower, you meet even more Crawlers and Watchers at nearly every step of the way.





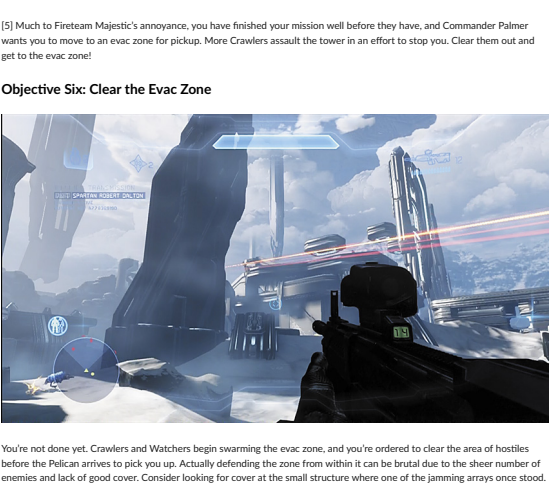
More Crawlers and Watchers greet you at the top of the tower, near the main power controls. Deal with them, and then use the console to complete the objective.

Objective Five: Move to the Evac Zone



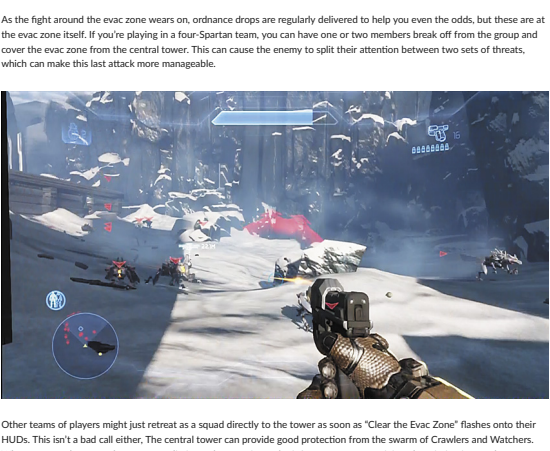
[5] Much to Fireteam Majestic's annoyance, you have finished your mission well before they have, and Commander Palmer wants you to move to an evac zone for pickup. More Crawlers assault the tower in an effort to stop you. Clear them out and get to the evac zone!

Objective Six: Clear the Evac Zone



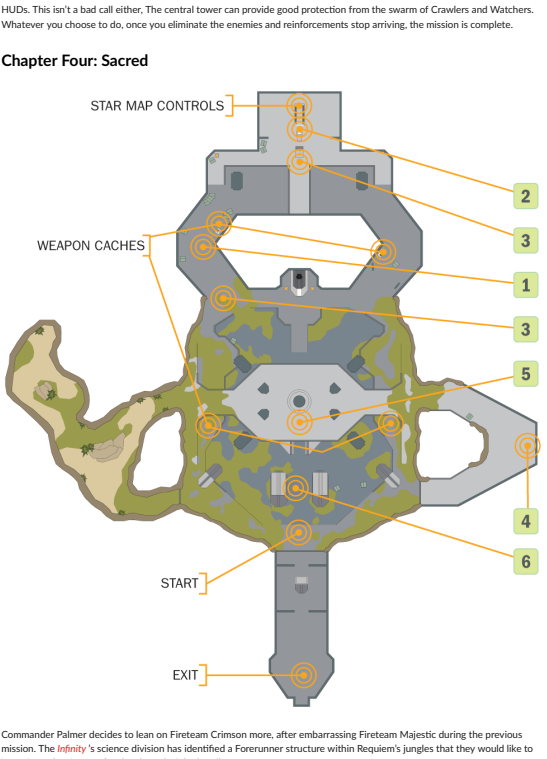
You're not done yet. Crawlers and Watchers begin swarming the evac zone, and you're ordered to clear the area of hostiles before the Pelican arrives to pick you up. Actually defending the zone from within it can be brutal due to the sheer number of enemies and lack of good cover. Consider looking for cover at the small structure where one of the jamming arrays once stood. You can make use of the walls there for protection.

As the fight around the evac zone wears on, ordnance drops are regularly delivered to help you even the odds, but these are at the evac zone itself. If you're playing in a four-Spartan team, you can have one or two members break off from the group and cover the evac zone from the central tower. This can cause the enemy to split their attention between two sets of threats, which can make this last attack more manageable.



Other teams of players might just retreat as a squad directly to the tower as soon as "Clear the Evac Zone" flashes onto their HUDs. This isn't a bad call either. The central tower can provide good protection from the swarm of Crawlers and Watchers. Whatever you choose to do, once you eliminate the enemies and reinforcements stop arriving, the mission is complete.

Chapter Four: Sacred



Commander Palmer decides to lean on Fireteam Crimson more, after embarrassing Fireteam Majestic during the previous mission. The *Infinity*'s science division has identified a Forerunner structure within Requiem's jungles that they would like to investigate, but it must first be cleaned of the hostile presence.

Mission Briefing

If you're being sent somewhere, it's almost always for a good reason, and there is definitely a good reason for it today. The Forerunner facility appears dormant at first, but the mission quickly devolves into your fight for survival against a determined Promethean defense force. The Prometheans clearly control the facility, and may attempt to lock it down to deny you a chance to retreat. This will be Fireteam Crimson's first encounter with the Promethean Knights, so prepare your gear accordingly.

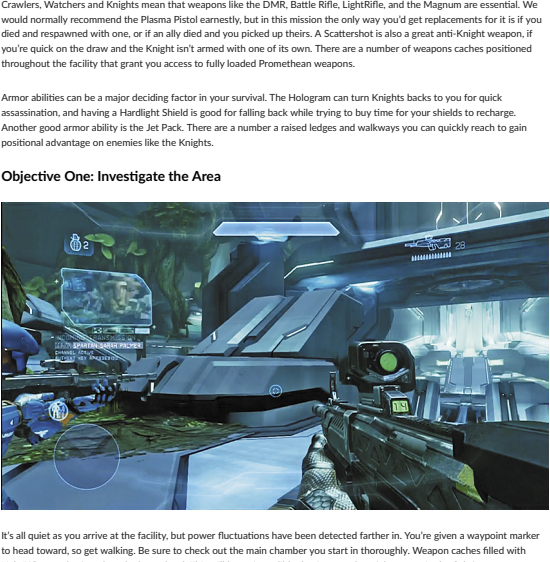
- Map Location: The Refuge

Recommended Loadout

Crawlers, Watchers and Knights mean that weapons like the DMR, Battle Rifle, LightRifle, and the Magnum are essential. We would normally recommend the Plasma Pistol earnestly, but in this mission the only way you'd get replacements for it is if you died and respawned with one, or if an ally died and you picked up theirs. A Scattershot is also a great anti-Knight weapon, if you're quick on the draw and the Knight isn't armed with one of its own. There are a number of weapons caches positioned throughout the facility that grant you access to fully loaded Promethean weapons.

Armor abilities can be a major deciding factor in your survival. The Hologram can turn Knights backs to you for quick assassination, and having a Hardlight Shield is good for falling back while trying to buy time for your shields to recharge. Another good armor ability is the Jet Pack. There are a number a raised ledges and walkways you can quickly reach to gain positional advantage on enemies like the Knights.

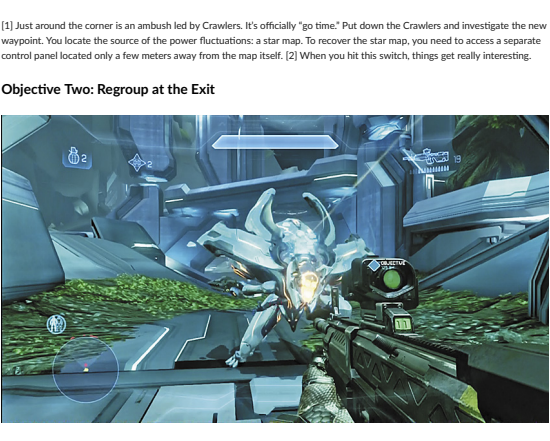
Objective One: Investigate the Area



It's all quiet as you arrive at the facility, but power fluctuations have been detected farther in. You're given a waypoint marker to head toward, so get walking. Be sure to check out the main chamber you start in thoroughly. Weapon caches filled with LightRifles can be found on the lower level. This will be an incredibly dominant and useful weapon in the fighting to come.

[1] Just around the corner is an ambush led by Crawlers. It's officially "go time." Put down the Crawlers and investigate the new waypoint. You locate the source of the power fluctuations: a star map. To recover the star map, you need to access a separate control panel located only a few meters away from the map itself. [2] When you hit this switch, things get really interesting.

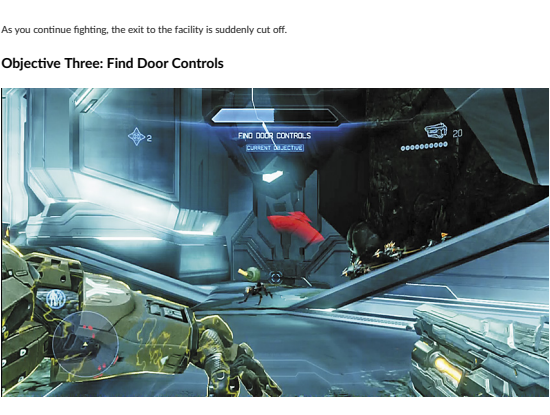
Objective Two: Regroup at the Exit

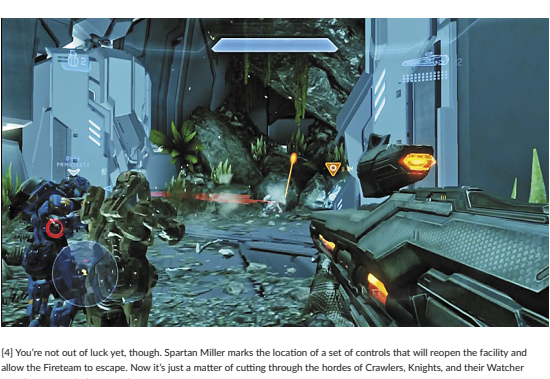


[3] Spartans, we are leaving! Crawlers begin to flood into the room the star map was in. After the first wave is toast, a new waypoint is brought up. As you advance down the hall you entered the star map room from, more Crawlers and a pair of Promethean Knights teleport into the area to stop you. The larger chamber you started in becomes filled with more Crawlers and Knights after this first group is dealt with. If you feel that the ground level of the large chamber is becoming too hot, you can take to the upper ledges and ramps. If you're playing in a team, you can split your people between the upper and lower levels to set up some pretty nasty killzones.

As you continue fighting, the exit to the facility is suddenly cut off.

Objective Three: Find Door Controls

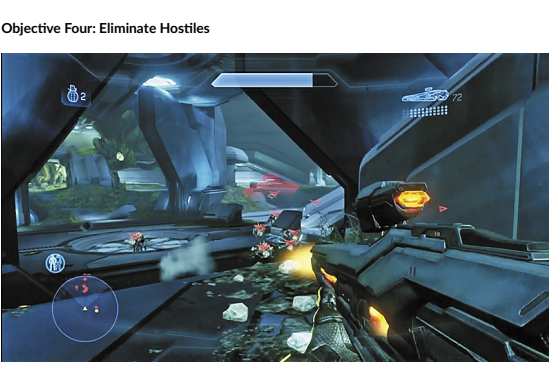


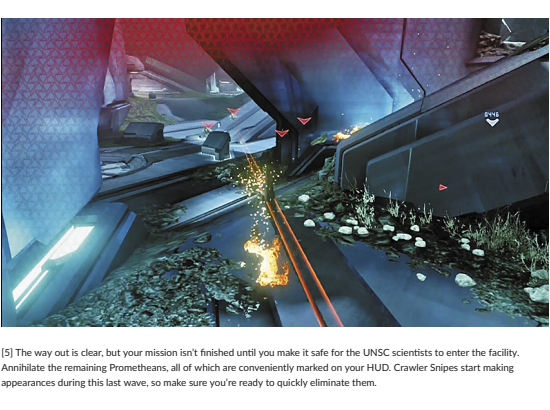


[4] You're not out of luck yet, though. Spartan Miller marks the location of a set of controls that will reopen the facility and allow the Fireteam to escape. Now it's just a matter of cutting through the hordes of Crawlers, Knights, and their Watcher guardians to reach the controls.

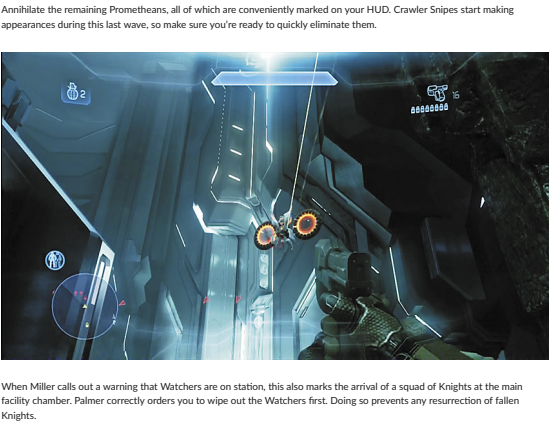
Don't forget: the multiple ramps and walkways you use to funnel hostiles into advantageous positions can also be used against you, if you're the one climbing up the ramps. Be vigilant and keep your eyes at the top of each ramp as you advance to avoid unpleasant surprises.

Objective Four: Eliminate Hostiles

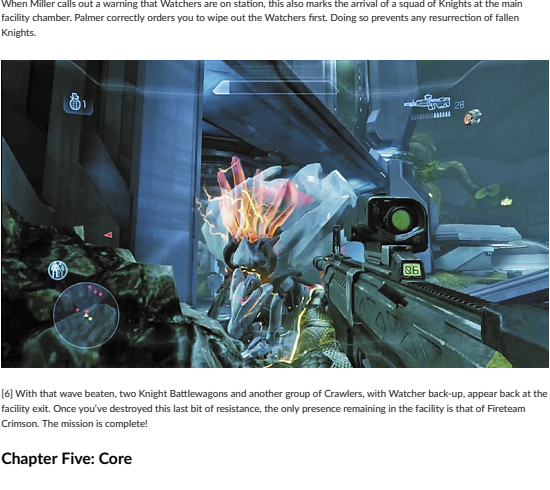




[5] The way out is clear, but your mission isn't finished until you make it safe for the UNSC scientists to enter the facility. Annihilate the remaining Prometheans, all of which are conveniently marked on your HUD. Crawler Snipes start making appearances during this last wave, so make sure you're ready to quickly eliminate them.

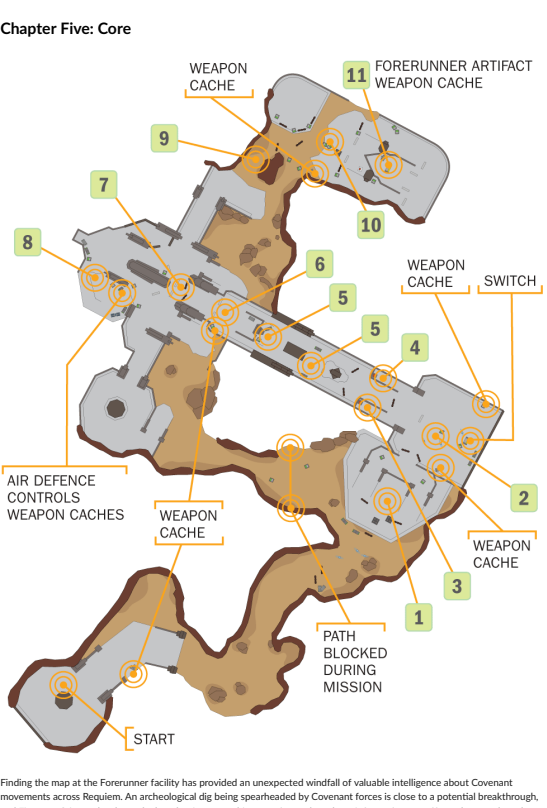


When Miller calls out a warning that Watchers are on station, this also marks the arrival of a squad of Knights at the main facility chamber. Palmer correctly orders you to wipe out the Watchers first. Doing so prevents any resurrection of fallen Knights.



[6] With that wave beaten, two Knight Battlewagons and another group of Crawlers, with Watcher back-up, appear back at the facility exit. Once you've destroyed this last bit of resistance, the only presence remaining in the facility is that of Fireteam Crimson. The mission is complete!

Chapter Five: Core


WEAPON CACHE
11
FORERUNNER ARTIFACT WEAPON CACHE
9
7
10
8
6
WEAPON CACHE
SWITCH
5
5
4
AIR DEFENCE CONTROLS WEAPON CACHES
WEAPON CACHE
2
WEAPON CACHE
3
1
PATH BLOCKED DURING MISSION
START

Finding the map at the Forerunner facility has provided an unexpected windfall of valuable intelligence about Covenant movements across Requiem. An archeological dig being spearheaded by Covenant forces is close to a potential breakthrough, and Fireteam Crimson has been deployed to interrupt this operation and steal any information or artifacts that may have been recovered by the enemy. For all intents and purposes this sounds like a simple smash-and-grab operation, but if it really were simple, the Spartans wouldn't have been deployed.

Mission Briefing

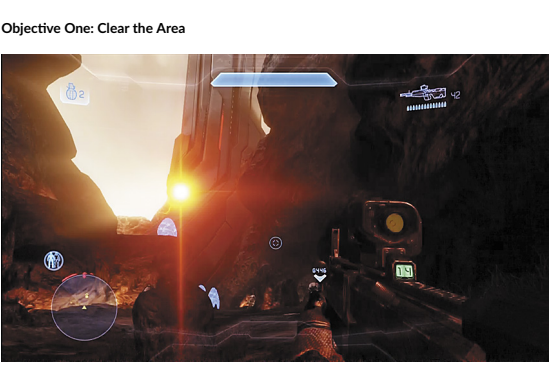
The Covenant are defending this site with the largest force you've seen to date. Expect multiple defensive lines standing between you and your objectives throughout the Forerunner facility, and multiple high-ranking Elites to be in charge of much of the defenders. In addition to the Covenant obstacles, the Prometheans also appear to be making a stand around a structure the where the Covenant were focusing their archeological efforts. The Prometheans will also need to be eliminated for the UNSC to uncover whatever it is that they are trying to protect.

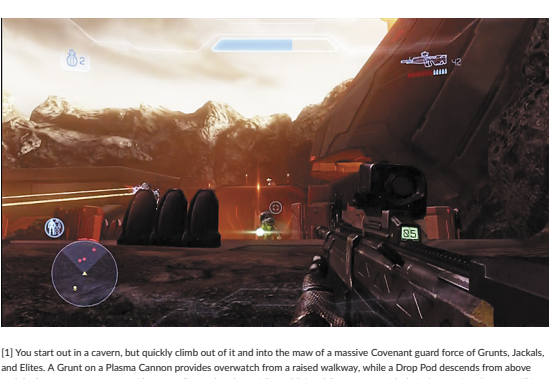
- Map Location: The Cauldron

Recommended Loadout

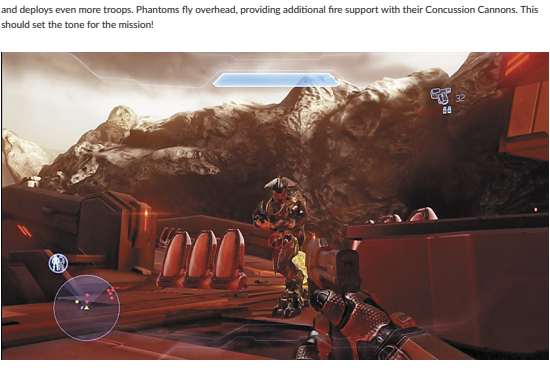
We're back to having the Covenant as opponents again, and by now you might be able to purchase the Plasma Pistol with your Spartan Points. Pack it and any headshot-capable weapon at your disposal to start with. This mission has plenty of long sightlines that allow players to snipe enemies in relative safety, so always try to have at least one weapon that takes advantage of this. There are plenty of Plasma Pistols and Needlers to snatch from dead Covenant, which make dealing with the Elites and Knights easier.

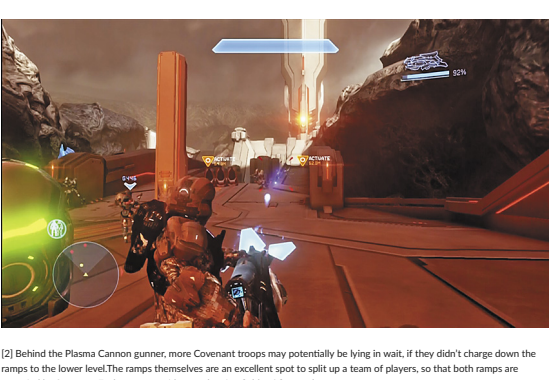
Objective One: Clear the Area





[1] You start out in a cavern, but quickly climb out of it and into the maw of a massive Covenant guard force of Grunts, Jackals, and Elites. A Grunt on a Plasma Cannon provides overwatch from a raised walkway, while a Drop Pod descends from above and deploys even more troops. Phantoms fly overhead, providing additional fire support with their Concussion Cannons. This should set the tone for the mission!





[2] Behind the Plasma Cannon gunner, more Covenant troops may potentially be lying in wait, if they didn't charge down the ramps to the lower level.The ramps themselves are an excellent spot to split up a team of players, so that both ramps are occupied by Spartans. Each group provides overlapping fields of fire on the enemy.

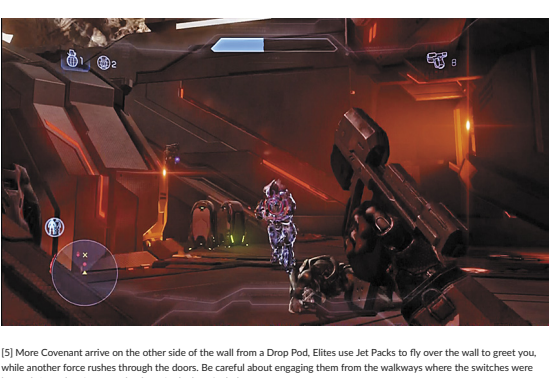
Key Combat Tip

Tip

The Plasma Cannon is a risky weapon to use on higher difficulty settings of Spartan Ops. The enemy is extremely accurate with one-shot kill weapons like the Fuel Rod Cannon, and the Plasma Cannon makes you too slow to reliably evade their fuel rods. They do make good support weapons if you have other allies to help draw enemy fire, while you take the Plasma Cannon to a safe spot.

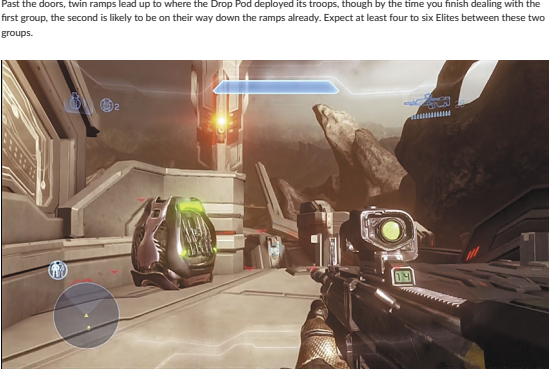
Whatever they are guarding behind the locked doors on the upper walkways must be extremely vital. When the enemy is defeated, a switch is marked on your HUD. Once it is depressed, two more switches [3] [4] are marked on your HUD, and they require you to advance up a set of ramps where Elites have been delivered via Phantom. Hit the two switches to open the sealed doors [5] and proceed with the mission.

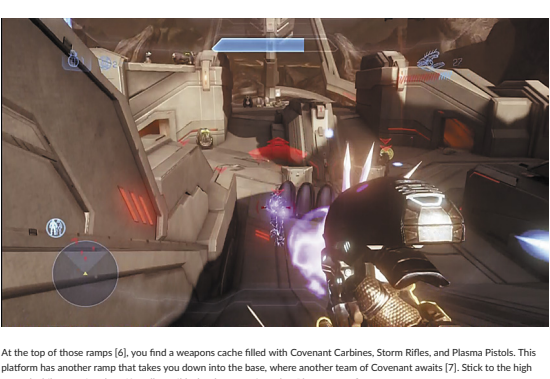
Objective Two: Clear the Base



[5] More Covenant arrive on the other side of the wall from a Drop Pod. Elites use Jet Packs to fly over the wall to greet you, while another force rushes through the doors. Be careful about engaging them from the walkways where the switches were located. A careless jump can land you in the lava far below.

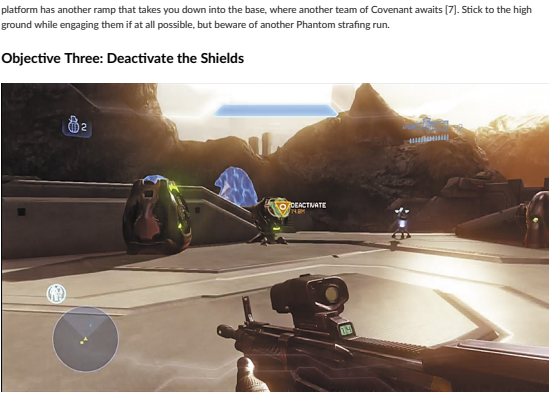
Past the doors, twin ramps lead up to where the Drop Pod deployed its troops, though by the time you finish dealing with the first group, the second is likely to be on their way down the ramps already. Expect at least four to six Elites between these two groups.

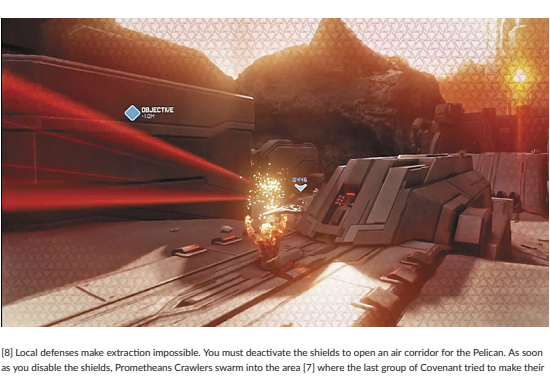




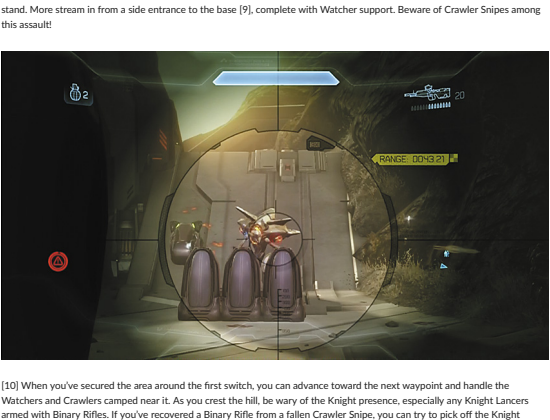
At the top of those ramps [6], you find a weapons cache filled with Covenant Carbines, Storm Rifles, and Plasma Pistols. This platform has another ramp that takes you down into the base, where another team of Covenant awaits [7]. Stick to the high ground while engaging them if at all possible, but beware of another Phantom strafing run.

Objective Three: Deactivate the Shields



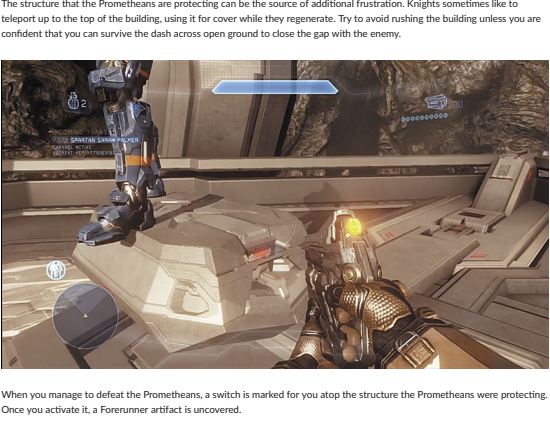


[8] Local defenses make extraction impossible. You must deactivate the shields to open an air corridor for the Pelican. As soon as you disable the shields, Prometheans Crawlers swarm into the area [7] where the last group of Covenant tried to make their stand. More stream in from a side entrance to the base [9], complete with Watcher support. Beware of Crawler Snipes among this assault!



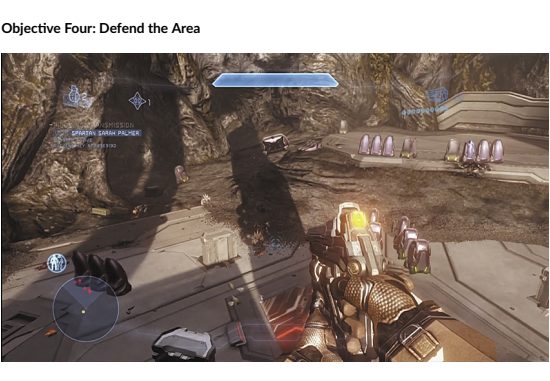
[10] When you've secured the area around the first switch, you can advance toward the next waypoint and handle the Watchers and Crawlers camped near it. As you crest the hill, be wary of the Knight presence, especially any Knight Lancers armed with Binary Rifles. If you've recovered a Binary Rifle from a fallen Crawler Snipe, you can try to pick off the Knight Lancers in two quick headshots, but don't ignore the other Knights advancing toward you at the same time. Make no mistake, this can be a long cat-and-mouse battle until those Lancers are out of the picture. Fortunately, you have a good amount of cover to take advantage of. If you're playing with allies, you set up overlapping fields of fire. The enemy is less fearsome when they can't concentrate their wrath on one spot alone.

The structure that the Prometheans are protecting can be the source of additional frustration. Knights sometimes like to teleport up to the top of the building, using it for cover while they regenerate. Try to avoid rushing the building unless you are confident that you can survive the dash across open ground to close the gap with the enemy.

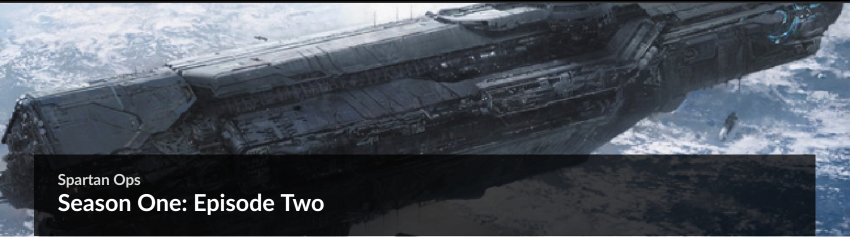


When you manage to defeat the Prometheans, a switch is marked for you atop the structure the Prometheans were protecting. Once you activate it, a Forerunner artifact is uncovered.

Objective Four: Defend the Area



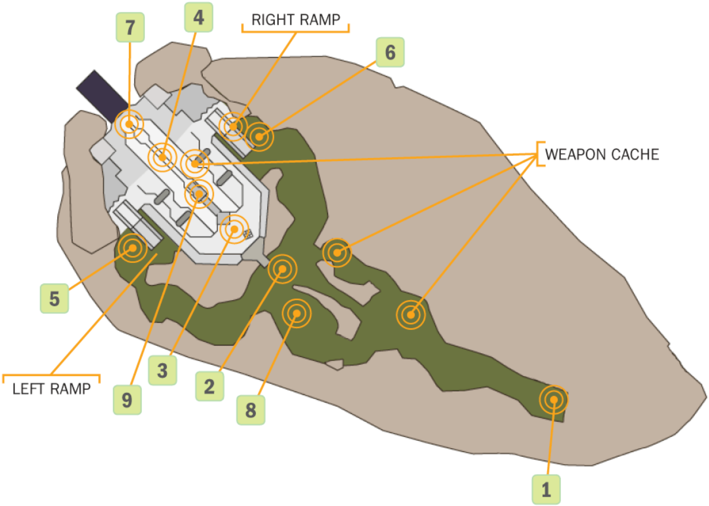
Fireteam Castle has yet to take care of their side of things with regard to the air defenses, which leaves your team stranded next to the artifact while an angry mob of Crawlers and a pair of Knights begin their assault in an attempt to retrieve it. Deal with them quickly, as Covenant craft are inbound as well. After you pacify the area surrounding the artifact, the Pelican arrives. Grab the artifact for extraction, and the mission is complete!



Spartan Ops

Season One: Episode Two

Chapter One: Clean-up



With UNSC forces now firmly holding on to positions across Requiem, the Spartans of the *Infinity* continue their offensive against Covenant and Promethean forces. Today's new assignment sends Fireteam Crimson to a Forerunner facility guarded by a substantial unit of combined Covenant and Promethean forces. There is also a murderer's row of anti-aircraft cannons that will swat any potential extraction dropship out of the sky. A UNSC Marine detachment attempted to clear the area before Crimson was called up for the task, but it failed to make headway.

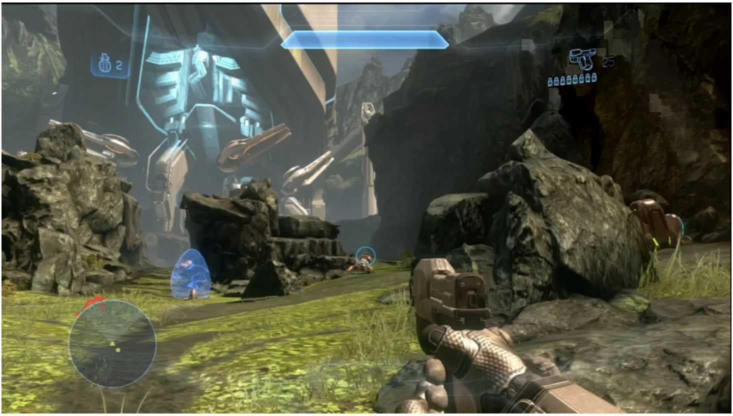
After clearing out the Covenant defending the area, the Prometheans make several pushes to try annihilating you while you put the anti-aircraft cannons out of commission. Each successive wave of Promethean reinforcements gets larger, starting with a mix of Crawlers and Watchers and eventually including multiple squads consisting primarily of Knights.

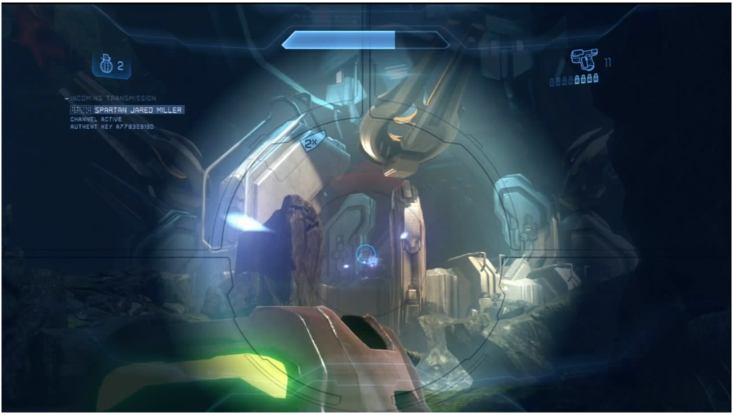
Map Location: The Gate

Recommended Loadout

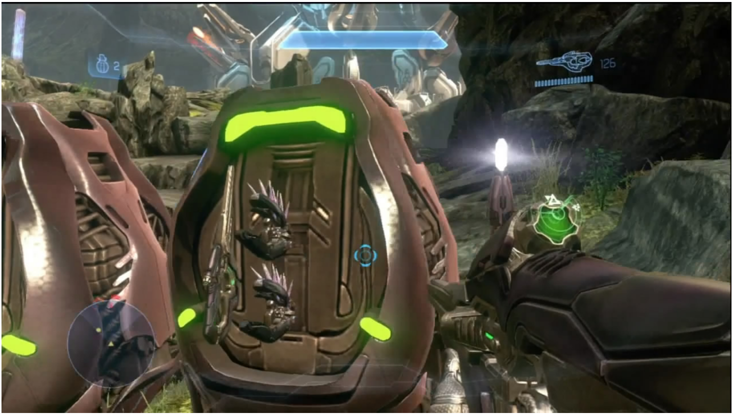
By now, you should have access to one of the headshot-capable rifles and a decent set of Tactical Packages or Support Upgrades. The early set of enemies you face will have access to weapons like the Covenant Carbine, and there are multiple weapon caches on and around the Forerunner structure that are filled with other Covenant weapons. As such, it makes good sense to take a Covenant Carbine for yourself and support it with weapons like the Plasma Pistol or Needler. Some of the caches also contain Beam Rifles, which can be very useful for taking out harder targets like the Elites and the Knights.

Objective One: Eliminate Hostiles

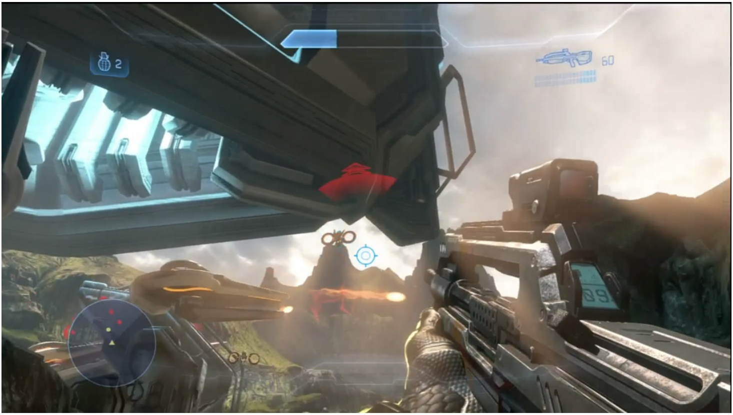




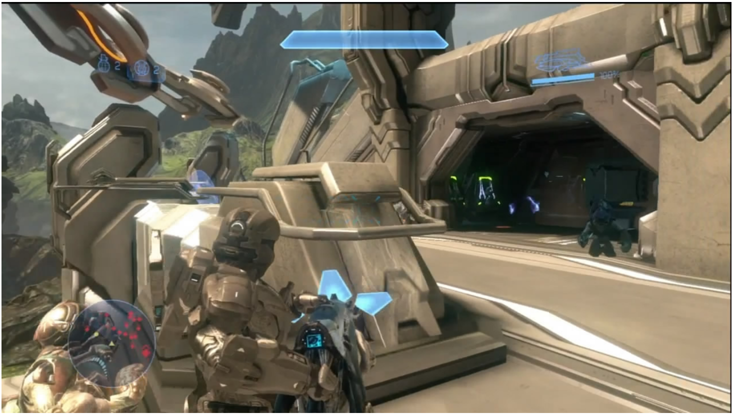
[1] The starting location for Fireteam Crimson is at the bottom of a hill that faces the Forerunner structure. After navigating through the various paths that lead to the structure, you can attack the left or right side ramps of the facility to reach the middle level. This is complicated by the extensive defenses the Covenant set up. Two Shade Turrets on the middle level have overwatch on the entire lower valley you start in and will make any approach very dangerous. They support several Grunts and Jackals strewn throughout the valley and near the ramps you must climb to access the structure's upper level.

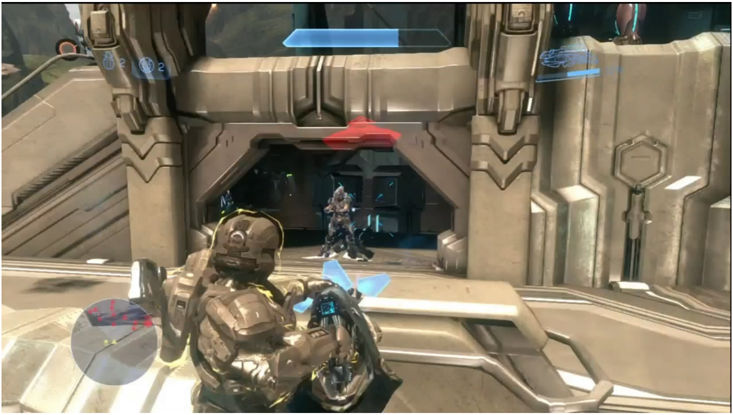


There is a set of weapon caches near the starting position containing Needlers, Storm Rifles, and Covenant Carbines. This is also a good place from which to take out the Shade Turret gunners. They are manned by Elites, so you'll have to take multiple shots to eventually bring them down from afar.



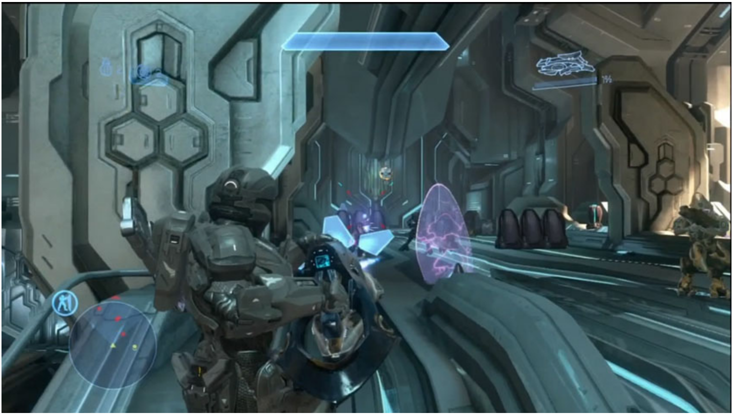
[2] As you move closer to the ramps, you'll probably see interference from Watchers overhead. Don't give them the opportunity to support the Covenant for very long, but don't ignore the Elites that are protecting the ramps and midl-evel of the structure.

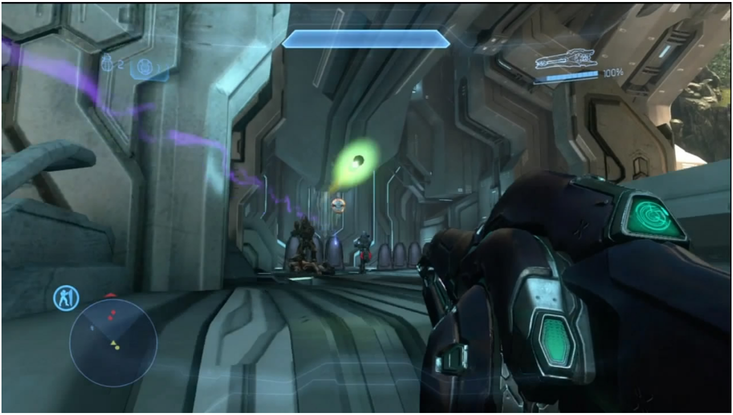




At the top of the ramps leading to the midl-evel are Plasma Cannons manned by Covenant. If you're packing the Gunner upgrade, these can be effective weapons to take into battle; just be wary of Fuel Rod Cannon–wielding Grunts and Elites.

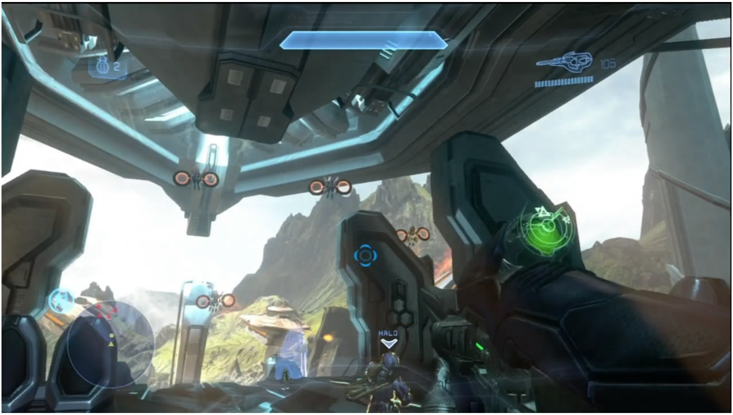
[3] The structure's midl-evel is actually quite dangerous, even after you deal with the Elites. The small chamber underneath the top level contains a large Covenant weapons cache filled with almost everything you need for the rest of the mission, including Beam Rifles. This cross-over point between both sides of the structure can be a death trap. Elites and suicidal Grunts will use that weapon cache as a flanking route to try and surprise you. Don't rely exclusively on your motion sensor to determine what is on your level—the top level has many Covenant waiting for you that will clutter up the sensor.

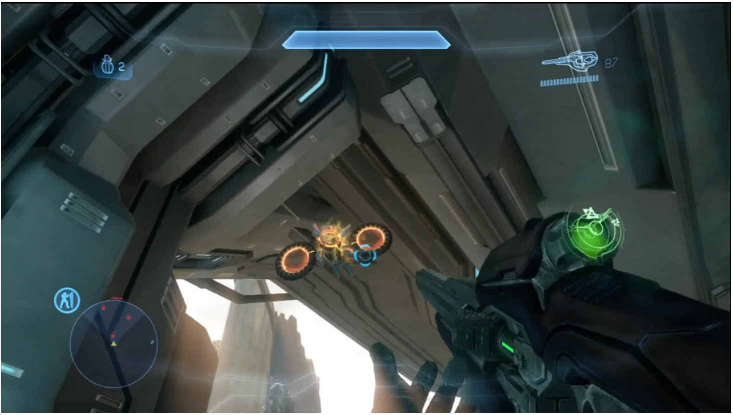




[4] The Forerunner structure's top level contains multiple Elites supported by Promethean beam cannons. They have the positional advantage, as they can shoot you the moment your head crests the ramp's top. Expect Concussion Rifles and Fuel Rod Cannons to be among the weapons leveraged against you here. You can play it cautious and use the ramp for natural cover against the Covenant with a Beam Rifle. More audacious players may resort to mixing it up at closer ranges with charged Plasma Pistol blasts followed by swift headshots.

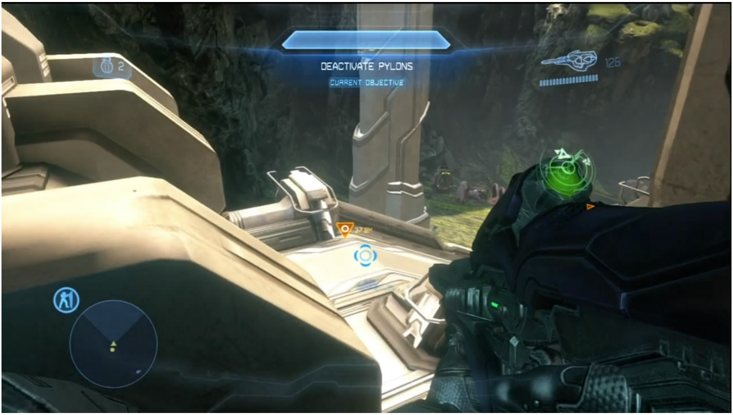
Objective Two: Clear Remaining Hostiles

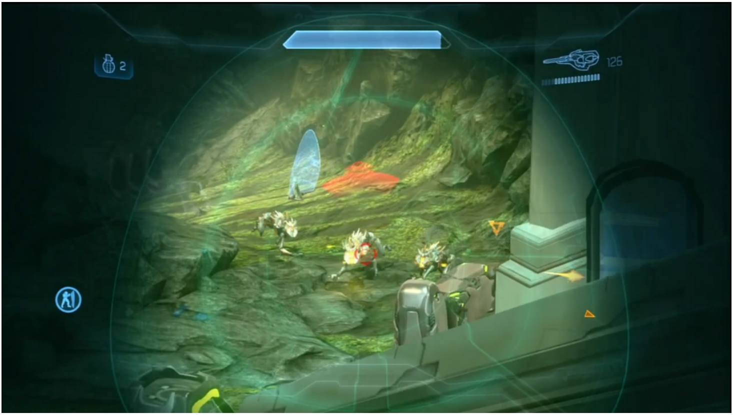




Once you eliminate the Elites at the top level, a swarm of Watchers fill the sky. The remaining enemies will be marked on your HUD to help speed up their destruction.

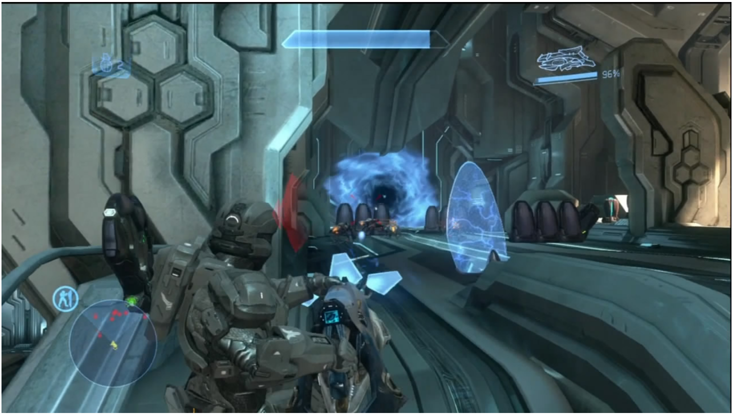
Objective Three: Deactivate Pylons

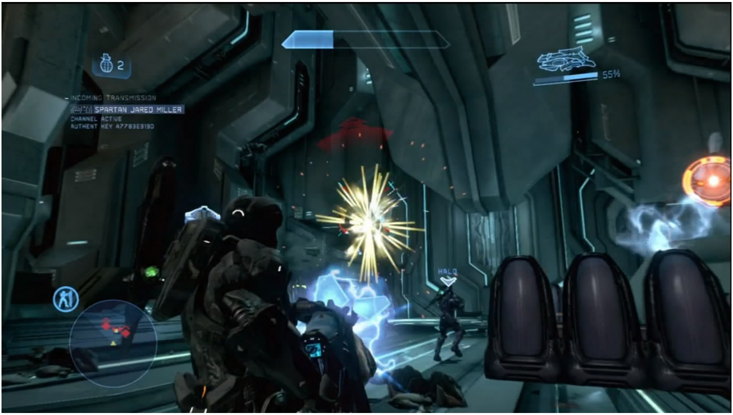




[5] [6] After you beat back the initial swarm of Watchers, two pylons are marked near the ramps connecting to the lower valley. This isn't a tough objective to manage, especially in the wake of the battle you just fought to reach the top of the structure, but you should still exercise some caution. A combined force of Crawlers and Watchers rush to both pylons to put up a fight, and while you can jump down to the control panels behind the pylons from the midl-evel, it's recommended you take the time to eliminate the hostiles first before deactivating the pylons.

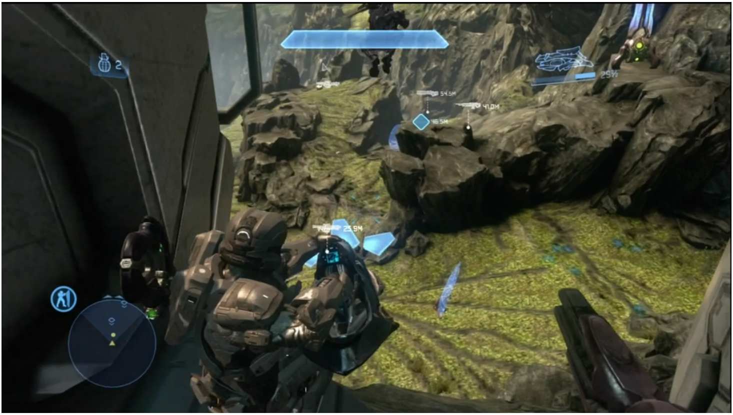
Objective Four: Investigate Disruption

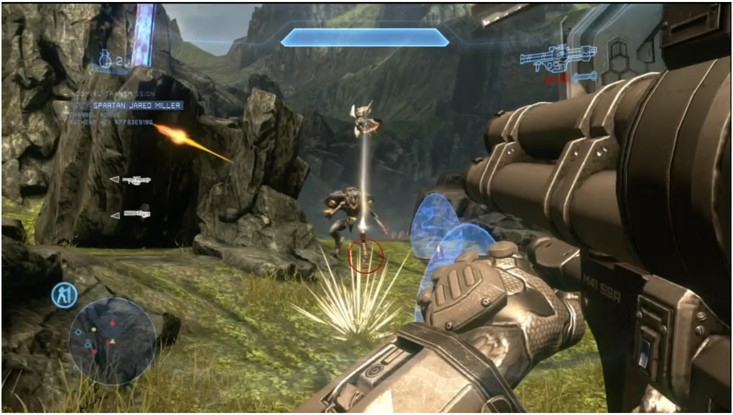




[7] After disabling the pylons, you detect a disturbance back at the structure's top. A slipspace portal has opened, disgorging a squad of Crawlers and Watchers into the area. If you're playing with a full group of four players, you can nip this in the bud immediately by leaving two Spartans at the upper level to saturate the portal with grenades the moment it starts spewing hostiles. Work quick enough, and the Watchers won't even get the chance to set up new Beam Cannons.

Objective Five: Collect Ordnance

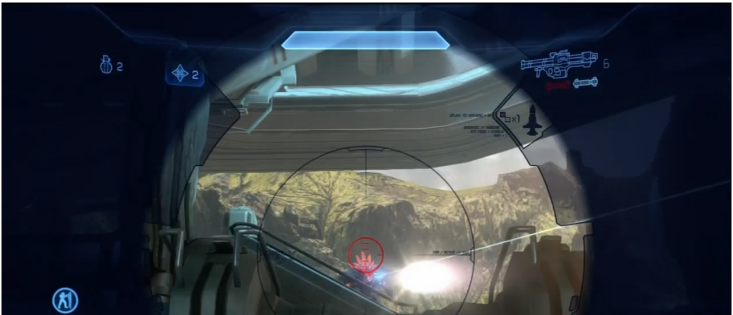


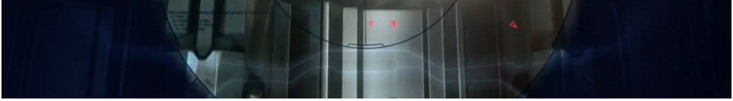


[8] With the disruption contained, Commander Palmer calls in an ordnance drop containing Rocket Launchers, a SAW, and a Railgun. Move to collect these weapons; you're going to need them. When you approach the weapons, Knights begin to phase in all around the ordnance drop zone. Use these heavy weapons to quickly destroy the Knights before they can start working together and become a major problem.

Objectives Six and Seven: Eliminate Prometheans and Clear Remaining Hostiles

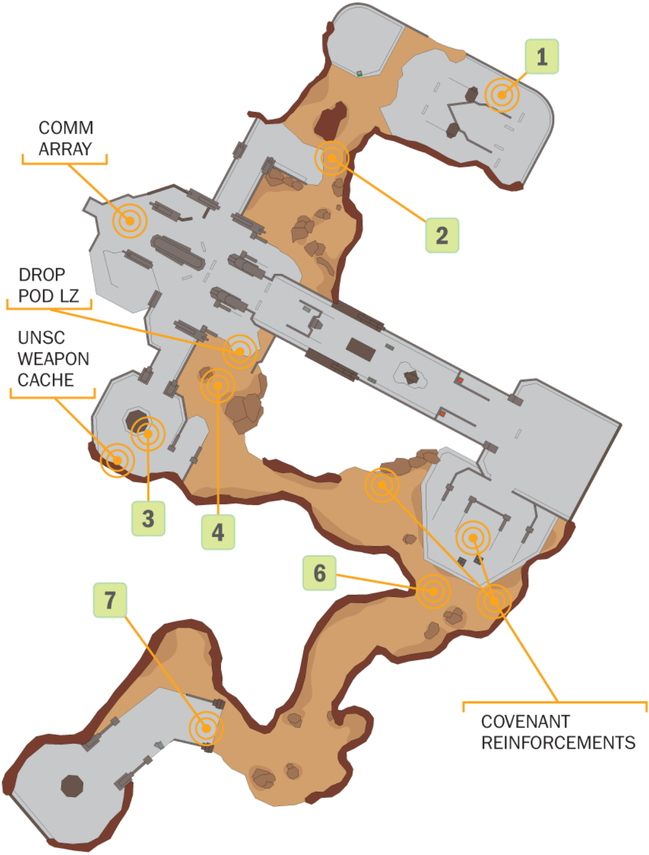
2
2
CLEAR REMAINING HOSTILES
CURRENT OBJECTIVE
116





[9] You survived the initial Knight ambush, but things aren't over yet. More Knights suddenly occupy the structure you've already cleared out twice, joined by another contingent of Crawlers and Watchers. Some of the latter two enemies will attempt to pin you down near the ordnance drops. Climb your way back up to the top of the structure and wipe out any remaining hostiles in the area. Once you eliminate the enemy, a Pelican Dropship is summoned to pick up Fireteam Crimson. The science team investigating the artifact found at The Cauldron has come under heavy enemy attack, and need immediate assistance. The Spartans have been ordered to return to the site to rescue the scientists.

Chapter Two: For Science



Returning to the facility that Fireteam Crimson wrested from hostile control, the Spartans attempt to make contact with the UNSC scientists but do not receive a friendly response. However, the Covenant are responding—with plasma fire. With no word on whether the science team is still alive, the Spartans can only press forward through the Covenant and hope for the best.

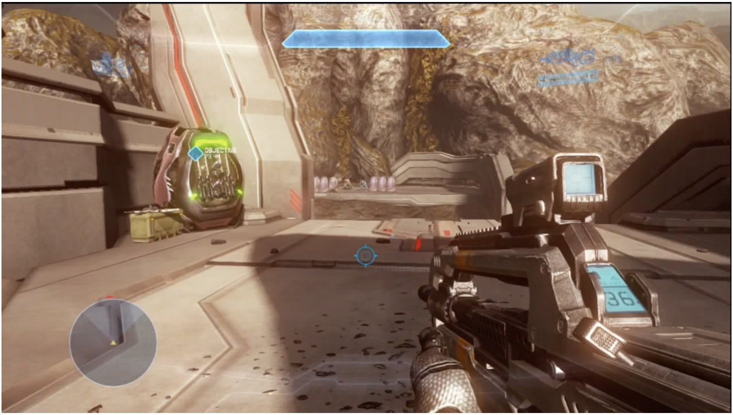
The Pelican will deploy you at the site of the Forerunner relic, right where your first mission in the Cauldron ended. From here, you must fight your way back through the facility, eliminating Covenant communications arrays and disabling shield barriers that stand between you and any potential survivors. After the intensity you faced during the previous mission, you might find the enemy resistance here to be somewhat relaxed by comparison. The Cauldron is less restrictive than the Gate, providing good sight lines for ranged combat. Rarely will you have to rush directly into serious danger.

Map Location: The Cauldron

Recommended Loadout

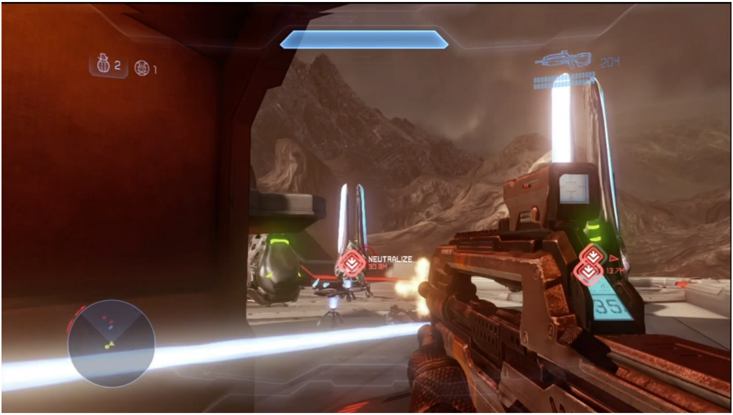
As stated above, the Cauldron provides plenty of opportunities for ranged combat, so equip yourself accordingly. If you take the Ammo upgrade, you can pick one of your favorite rifles and go to town with headshots. The prevalence of UNSC ammo crates throughout the mission makes the Magnum, Battle Rifle, or DMR very attractive options. If you're teamed with multiple players, the Gunner upgrade can turn the normally risky Plasma Cannons scattered throughout the Covenant defenses into murder machines. Simply having two players with Plasma Cannons can shut down many Covenant assaults. There are plenty of opportunities to set up overlapping fields of fire on narrow choke points that the Covenant will have to throw themselves against just to get to a coordinated Spartan team.

Objective One: Rescue Scientists



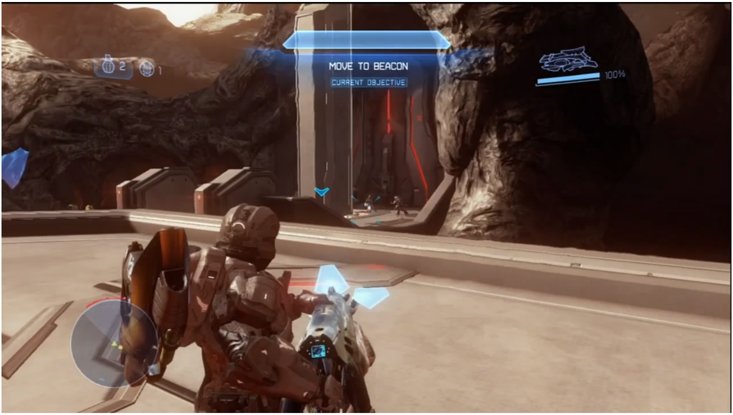
[1] Your arrival is relatively easy, and you begin on a ramp overlooking an open clearing with a few Jackals and Grunts. Put them down, then move deeper into the facility.

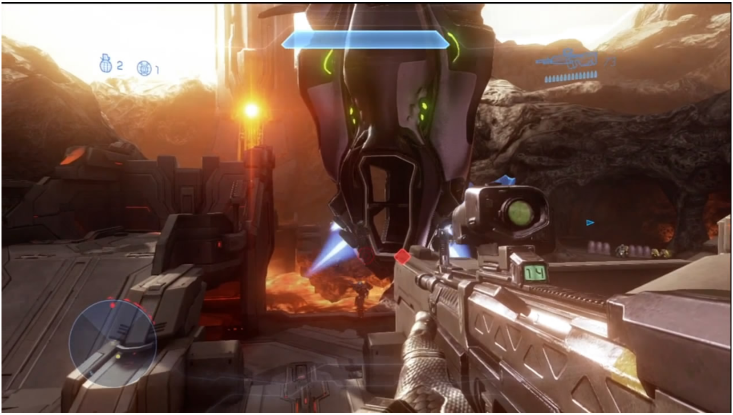
Objective Two: Shut Down Comm Array



[2] Pressing onward, you'll see a Covenant drop pod deploy troops in the distance, while Palmer has a communications array marked for destruction. The Array consists of four transmission antennae and requires a bit of firepower before they go down. Defending them is a squad of Covenant consisting of Elites, Grunts, and Jackals. There are also three Plasma Cannons that are facing the main ramp you can take to reach the array. If you intend to charge straight up the ramp, soften the targets first with grenades to try dislodging the enemy from the Plasma Cannons. You can also use the side ramps here to flank the enemy. Once you destroy the Comm Array, more Covenant begin to drop in.

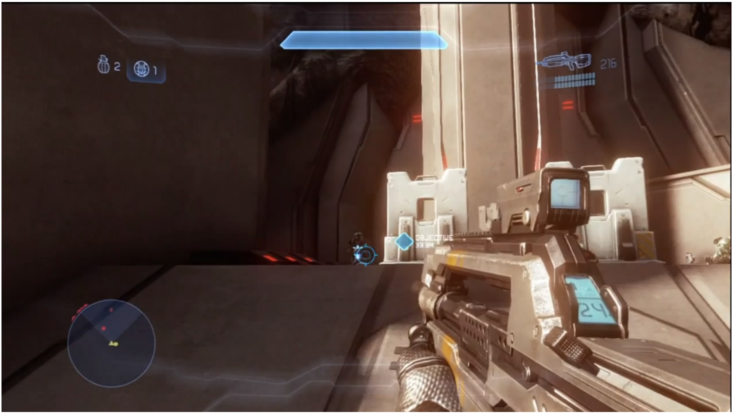
Objective Three: Move to Beacon

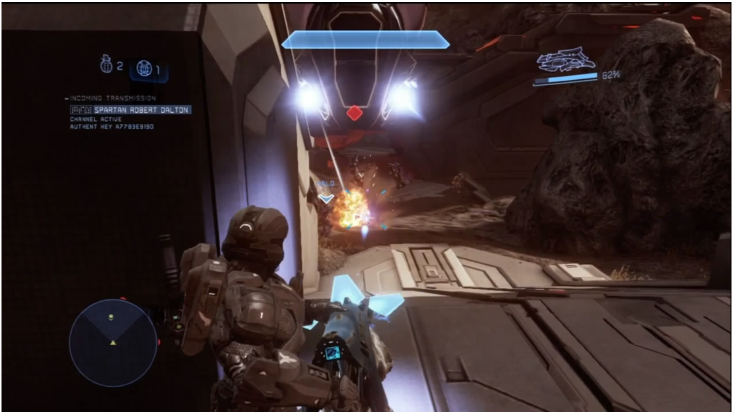




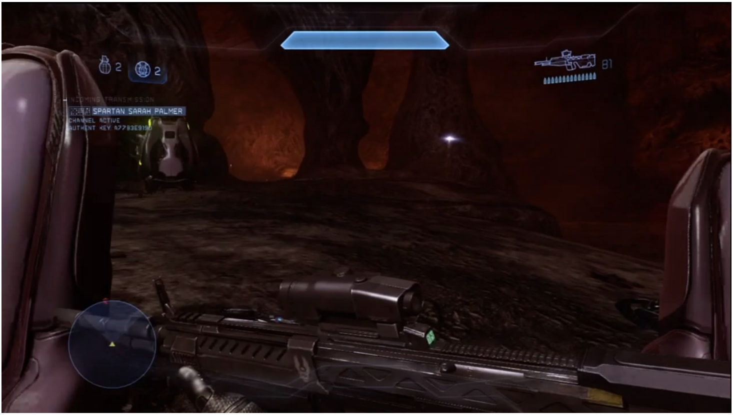
[3] You detect a UNSC beacon a short distance away from the Comm Array. By this time, more Covenant have converged near the Array and around the beacon.If you're playing with multiple players, now is the time to use the Plasma Cannons you just acquired. You can easily beat back the rush on the Array, and advancing on the beacon should be a fairly simple affair with a coordinated team. If you're running solo, you probably do not want to use the Plasma Cannons, even if you're using the Gunner upgrade. Focus on bringing down the Elites that will rush you once they make visual contact. Try to get your hands on a Needler in those instances, as Elites tend to just walk right through barrages and trigger supercombines on their own.

The forces around the beacon also have Plasma Cannons at their disposal. It is not a bad idea to snipe the gunners before you even make your assault through to the beacon.





The beacon is an IFF tag with a recording that lets you listen to the apparent fate of the science team. Near the beacon is a significant UNSC weapons cache, which includes the hard-hitting Rocket Launcher. After the recording finishes playing, another Drop Pod deploys troops [4] nearby. While dealing with the new threats, the science team finally calls in. They've managed to survive but are in danger of being located and wiped out.

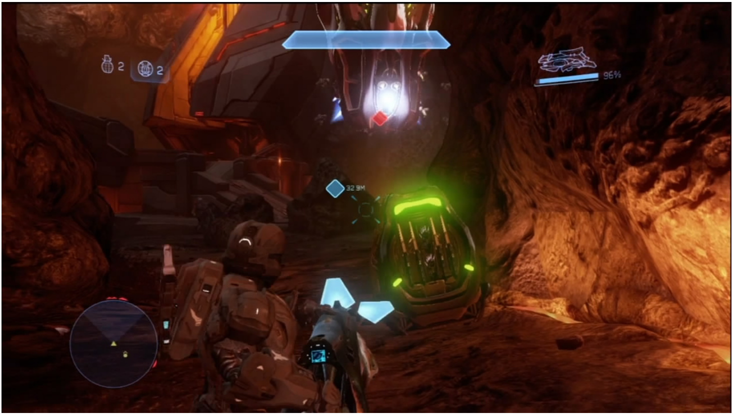


2
2
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A77B3E9130
81
RANGE: 0038.74

After you deal with the Drop Pod reinforcements, advance toward the cave at [5] and wipe out the Covenant resistance along the way, being mindful of yet another Plasma Cannon manned by an Elite. A shield blocks your forward progress.

Objective Four: Deactivate Shields

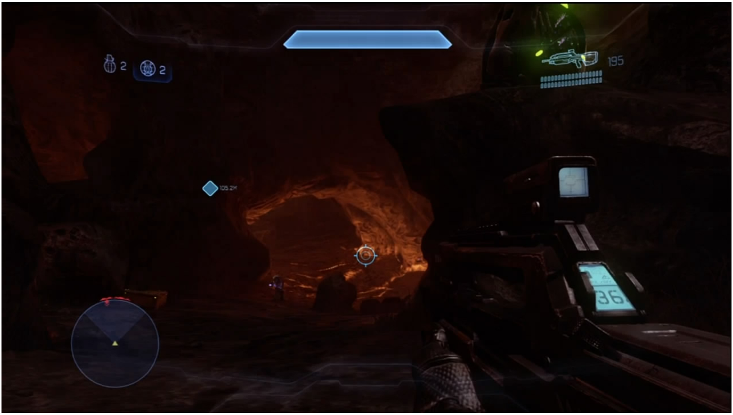
2
2
DEACTIVATE SHIELDS
CURRENT OBJECTIVE
96%
37.9M
HALO

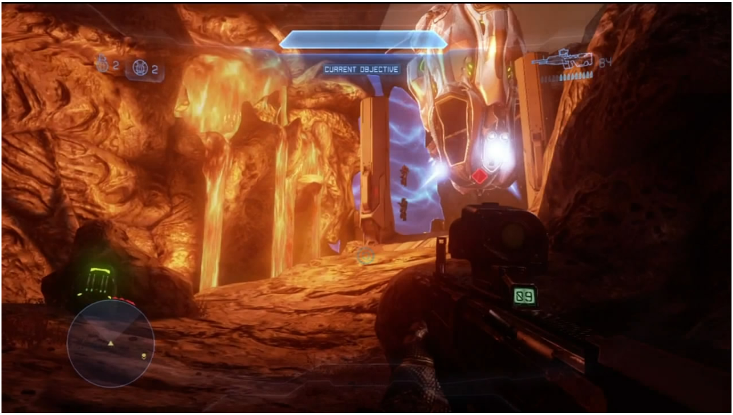


[5] To slow down the Covenant, the science team has reactivated the shield barriers of the Forerunner base in hopes of slowing down the enemy. This has bought them some time, but it's also stymied your progress. The controls to lower the shields are next to the first barrier you encounter. With the shields down, expect a serious Covenant assault, with Energy Sword–wielding Elites introduced to the mix. Fortunately, the caves provide an elevated position you can use to your advantage while you whittle at the Covenant numbers and shields. A coordinated group of players should be able to prevent the Covenant from even reaching the caves. A lone wolf might be forced into a running gun battle, retreating throughout much of the area while taking shots as the opportunity arises.

Objective Five: Rescue Scientists

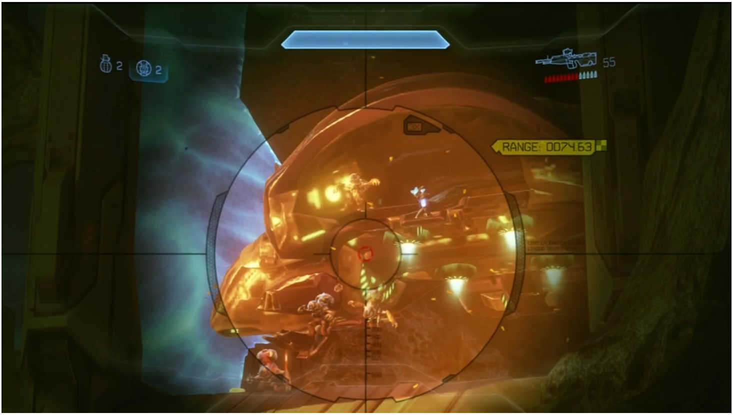
2
2
67
ELITE ZEALOT SLAYER - ADEPT
25/50
KILL ELITE ZEALOTS AND RANGERS.
11

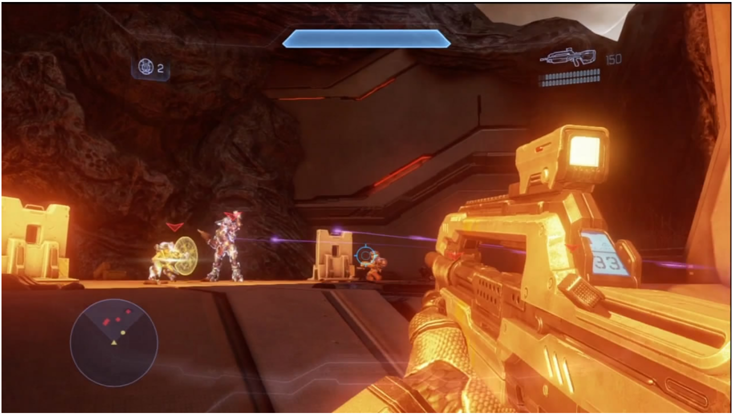




Shortly after deactivating the shields and the firefight begins, this objective pops up on the screen, and the scientists position is marked for you. After dealing with the attack near the shield controls, advance into the next part of the cave network [6] and fight your way through more Covenant.

Objective Six: Eliminate Covenant

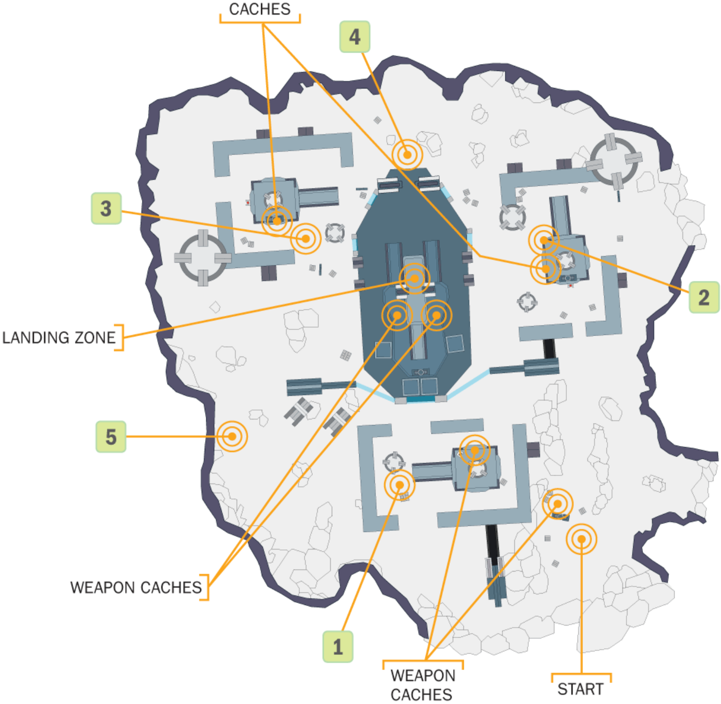




[7] A large Covenant force has reached the final barrier that is protecting the scientists. They've set up some defenses to fight you off while they try to deal with the shield. Before you can rescue the scientists, you must eliminate every Covenant soldier in this location. With the threats neutralized, your rescue mission comes to a successful end.

Chapter Three: Hacksaw

WEAPON



The fortress where Fireteam Crimson and Majestic had their little competition was recently occupied by a Marine fireteam, call sign Hacksaw. Covenant troops have inflicted serious casualties and have the survivors pinned down. They have radioed for extraction, and Commander Palmer has called up Fireteam Crimson to respond to their distress calls.

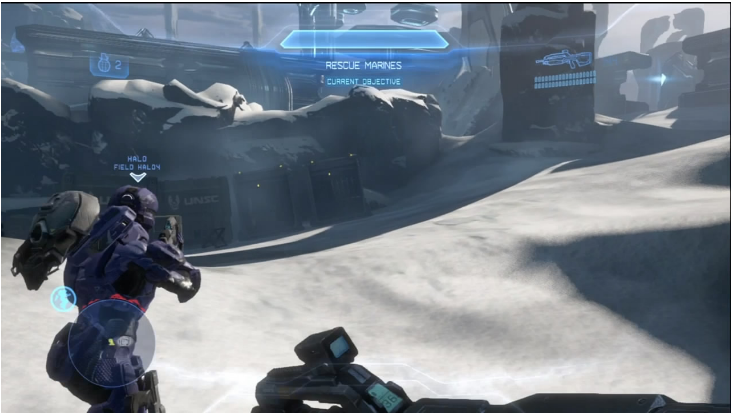
This is a knock-down, drag-out brawl. The Marines you are trying to save are scattered across three separate locations and are already in contact with enemy troops. After you relieve pressure off of the scattered elements, you'll have to fight off waves of hostiles while waiting for extraction. Drop Pods will land near the Marines, often times deploying Elites right next to them. The evacuation zone is atop the central structure, which you will need to hold against a persistent series of reinforcement waves the Covenant will throw into the area.

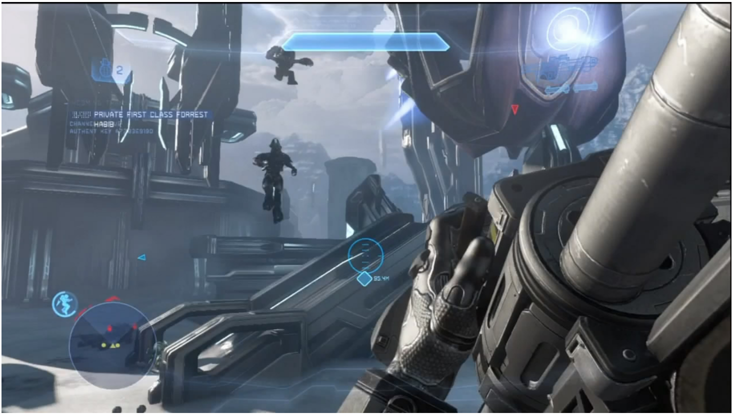
Map Location: Fortress

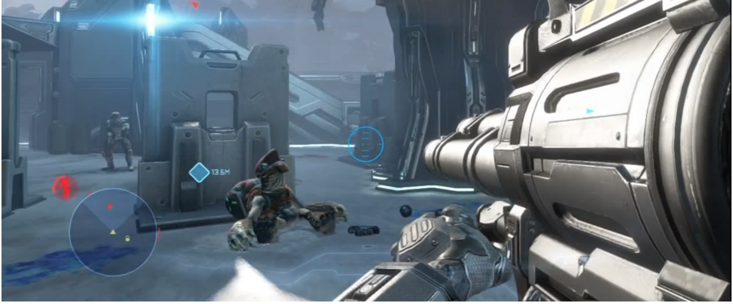
Recommended Loadout

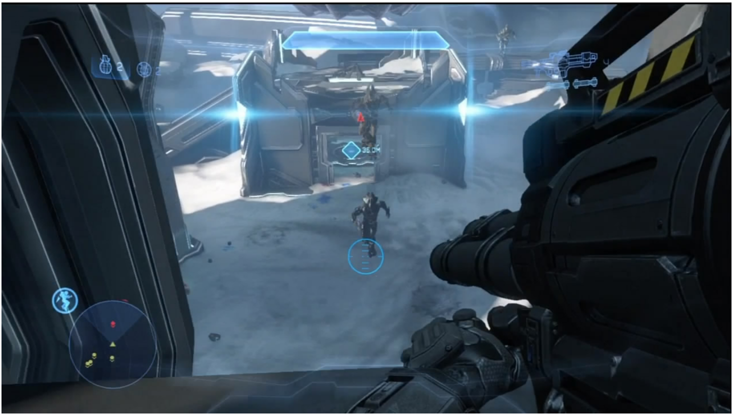
If you have not been using the Jet Pack armor ability, this mission is a good place to try it. The Marines have scattered Rocket Launchers and Spartan Lasers throughout weapon caches around the whole map. The top of the central structure contains the largest supply of these weapons, and you can quickly reach them with a Jet Pack. The Jet Pack also allows you to get a positional advantage on hostiles, letting you rain down rockets or headshots with relative ease. The Jet Pack enhances the effectiveness of any precision weapon by giving you access to superior positions faster compared to having to slog your way around on foot.

Objective One: Rescue Marines







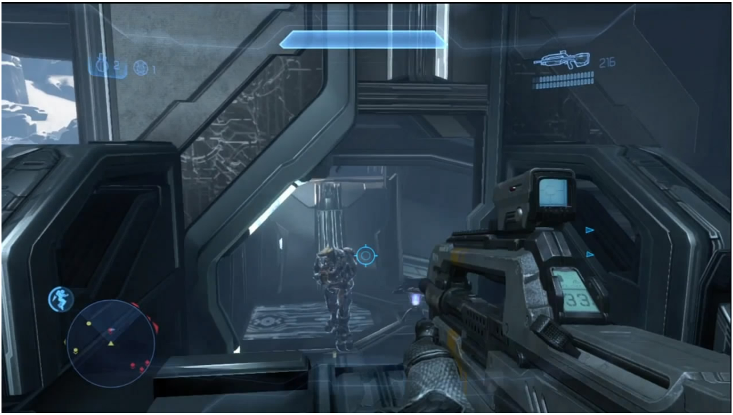


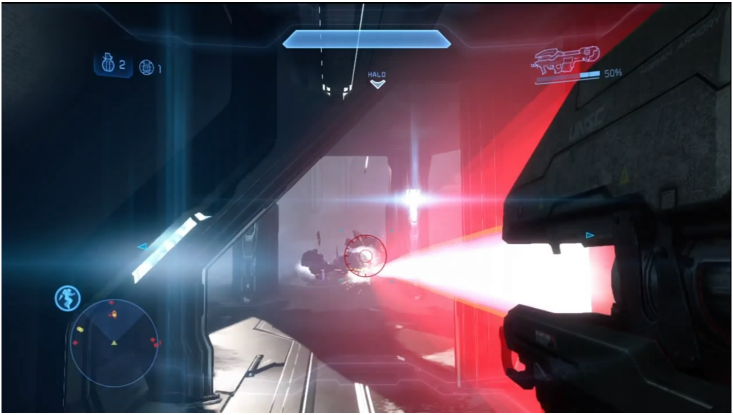
[1] [2] [3] The Marines are all located near the small substations surrounding the central structure, with hostiles already close by. You begin this mission near a weapon's cache that includes a Rocket Launcher; take this immediately to supplement your primary weapon of choice.

Whenever you approach any of the Marine locations, a Covenant Drop Pod will make a deployment close to their position. As the Elites jump down from the Drop Pods, catch them with explosives of any kind in order to strip away their shields or outright kill them before they can react. Each Marine squad is located near UNSC weapon caches that can help equip you for any of the fights to come. While new objectives do not appear after rescuing a squad, you will be notified once a squad has been relieved by your efforts.

Tip

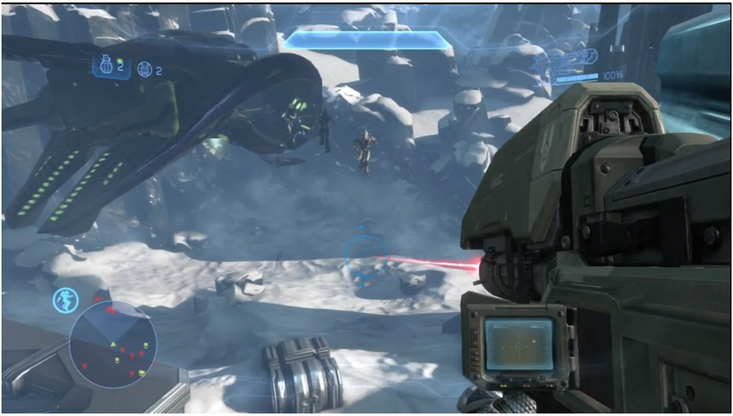
Don't forget, Marines have unlimited ammo with any weapon they have equipped. Use heavy weapons like the Rocket Launcher or Spartan Laser as much as you'd like, but try to leave at least one shot for each of these weapons so you can trade them to the Marine survivors. If you want a vision of firepower, imagine a half-dozen Marines firing rockets into the faces of Covenant—forever.

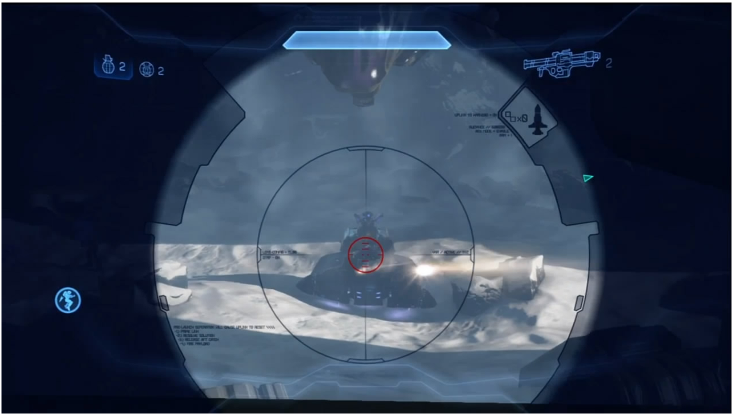




It isn’t necessary early in the mission, but we recommend using a Jet Pack to reach the midl-evel of the central tower to kill the Elite manning the Plasma Cannon atop the ramp that leads down to the ground level. From there, you can clear out the Hunters and Ghosts at the foot of the tower [4] with Spartan Lasers and Rocket Launchers you find at the top of the tower. You also have excellent positions on the hostiles massing near each beleaguered Marine squad.

Objective Two: Destroy Enemy Forces



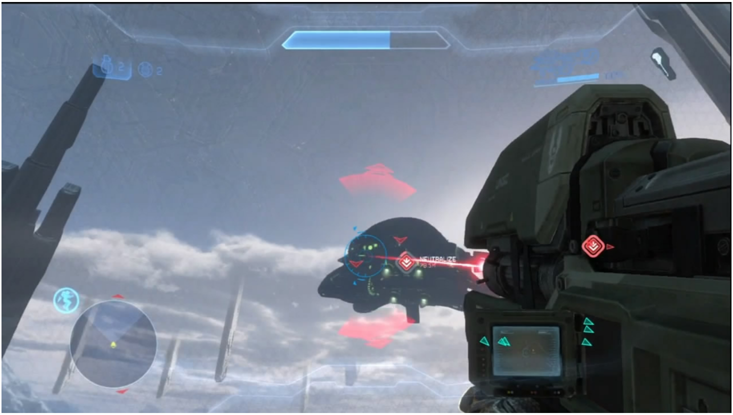


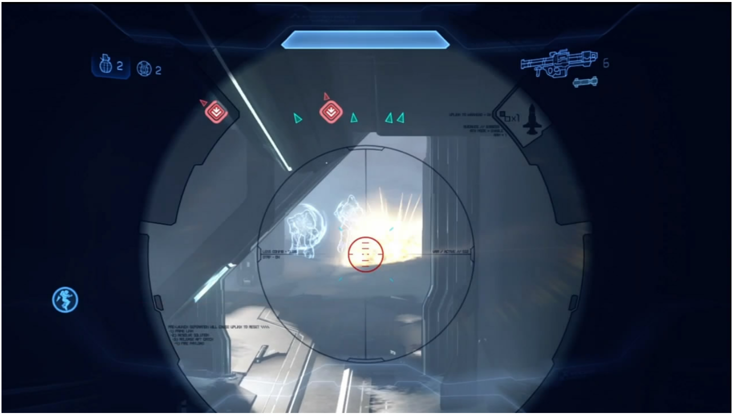
Phantoms begin dropping in more troops throughout the entire zone; a Wraith [5] is among the forces deployed. If you have been diligent about arming the Marines with Rocket Launchers and Spartan Lasers, this phase of the battle can go very quick. The the Spartan Laser–equipped Marines will often quickly defang the Phantoms, which lets you concentrate on wiping out the Wraith personally. We recommend you move to the top of the central tower. Surviving Marines will follow you to this location, which gives them perfect lines of sight on any incoming Phantoms and hostile troops down below.

Objective Three: Move to Landing Zone

If you've been following the advice in this guide, you are probably already on the central tower. Being atop the tower triggers the appearance of the next group of hostiles.

Objective Four: Engage Phantoms



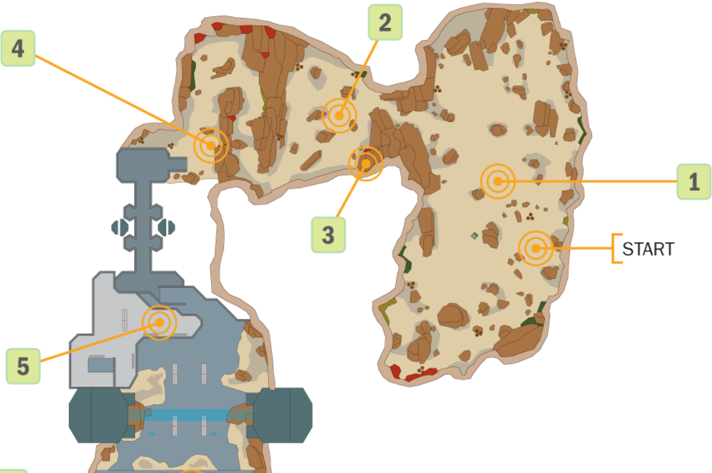


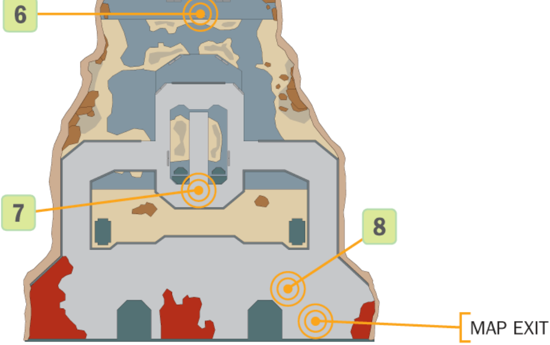
Two more Phantoms will drop off troops around the central tower, with one of the groups deploying right near where the Hunters and Ghosts once stood guard [4]. You can catch these hostiles off guard with well-placed rocket fire. After you eliminate the ground troops, the fight isn't over just yet. This pair of Phantoms sticks around to bombard you and the Marines from above. You must destroy them before the evac Pelican arrives. The Marines will not survive extended exposure to the Phantoms' weapons, so hopefully you've geared them up pretty well and are well stocked with a Rocket Launcher or Spartan Laser. You can use the Spartan Lasers to take out the Phantoms' guns, which will let the Marines take their own shots without interference.

Objective Five: Move to the Evac Zone

With the Phantoms dealt with, get back to the top of the tower for extraction, and the mission is complete.

Chapter Four: Pelican Down





Science Team Gagarin has called for assistance, but while en route, the Pelican containing Fireteam Crimson was shot down by anti-aircraft guns near a Covenant-occupied Forerunner facility. Cut off from support, Fireteam Crimson is forced to fight their way through the Covenant forces converging on its position, locate the anti-aircraft guns, and destroy them before they have a chance to escape.

After clearing the area around your starting position, you have to fight up the canyon into the Forerunner facility. As you push forward, you have the disadvantage of almost always being at a lower elevation compared to where most of your enemies are posted. Once you locate the anti-aircraft guns, you will have to disable each one individually. This will in turn summon massive retaliation from the Covenant. Expect Elite Zealots to ambush your team at every step once you begin taking out the guns.

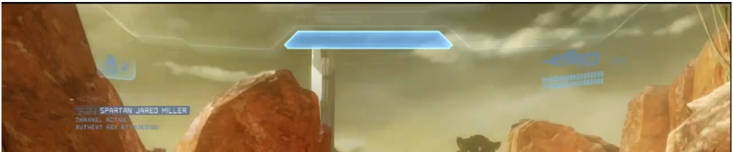
Map Location: Sniper Alley

Recommended Loadout

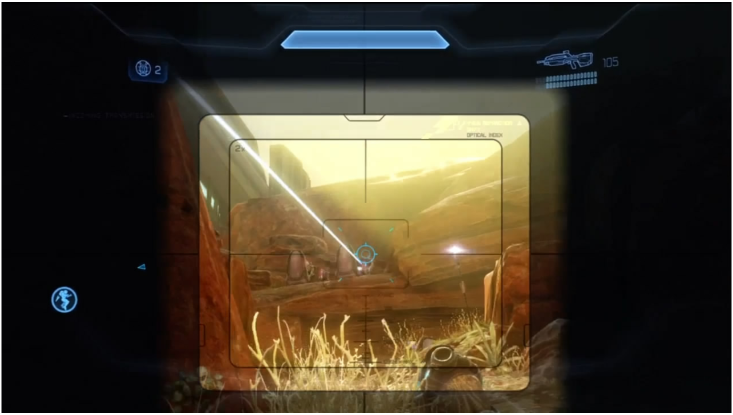
Countering the Jackal Snipers is very important, so your initial loadout should include some sort of precision rifle, like the DMR, Covenant Carbine, or the LightRifle. The Covenant Carbine is a good choice, simply because there are so many opportunities to reload it from weapon caches and from other Covenant Carbines dropped by the enemy. When you begin disabling anti-aircraft guns, Elites come out in force. The Plasma Pistol is ever the standby, but a Needler might do better for taking out Zealots using Active Camouflage.

You may be able to locate some Beam Rifles as you push through the enemy defenses. Consider dragging one with you to help take out harder targets from afar. This is particularly effective with multiple players, giving the Beam Rifle user a chance to line up shots on distracted targets.

Objective One: Locate Anti-Aircraft Guns

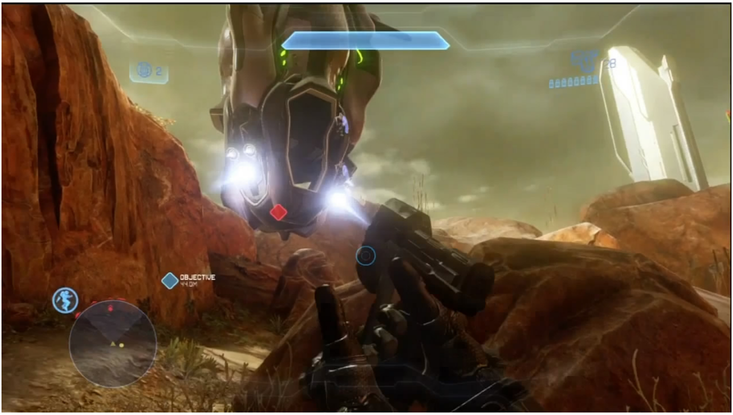


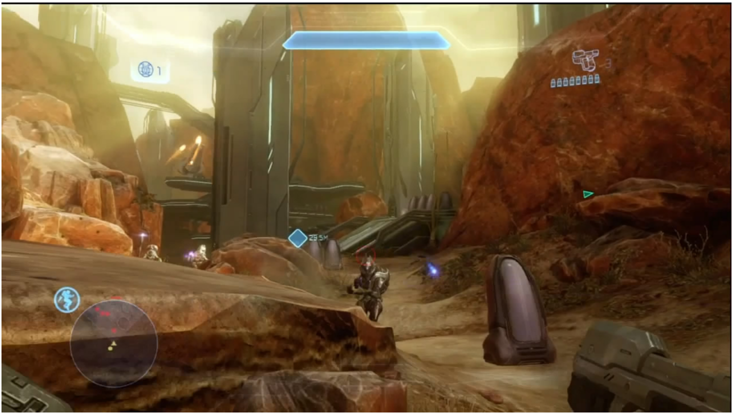
[1] You're down but hardly out. Let the Phantom that shows up close to your starting point pass by, then make your way toward the mass of Covenant contacts [2].



HOLD ⓧ TO PICK UP NEEDLER
24

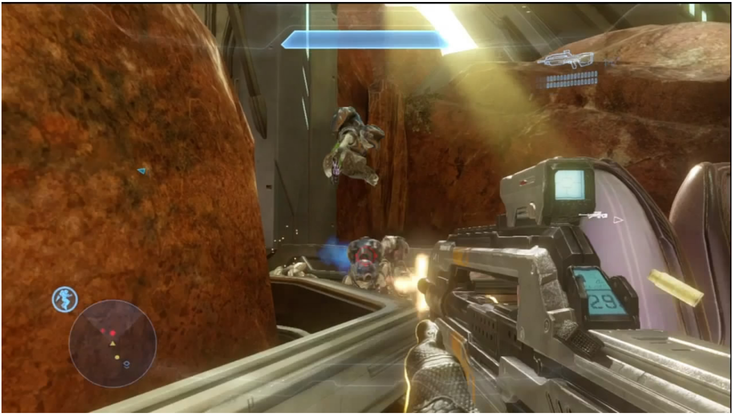
[2] Jackals and Grunts own this part of the canyon, while Jackal Snipers [3] support them from elevated positions. A Drop Pod will deploy reinforcements as you thin out the initial group. Take your time to clear out the opposition, make certain you deal with the snipers, and then move up.





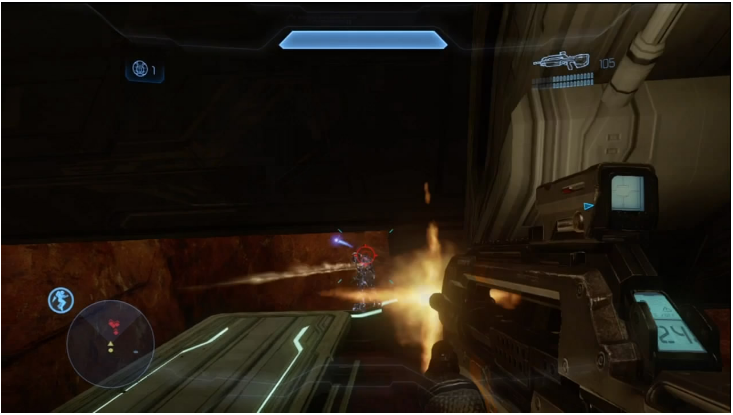
[4] This is where things get tough. Another Drop Pod deploys a large Covenant force near the paths that take you to the bridge connecting to the Forerunner facility. Meanwhile, Jackal Snipers take up position on raised ledges on the bridge's other side,

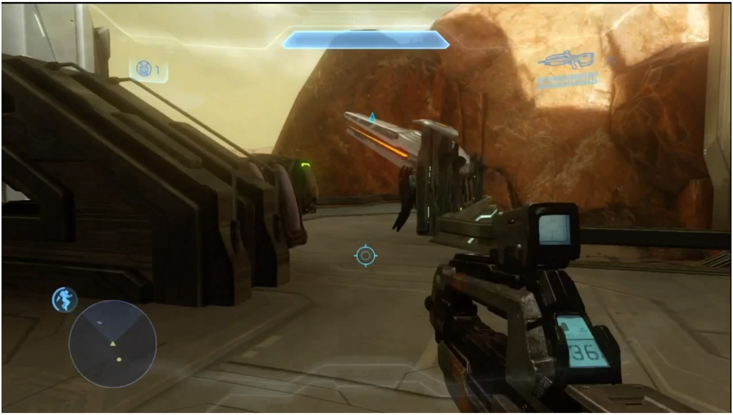
where the first of the three anti-aircraft guns is located [5]. At this time, you start running into Elite Zealots with Active Camouflage. Stay out of the open until Elites stop charging you, then use the terrain near [4] to countersnipe the Jackals at [5].

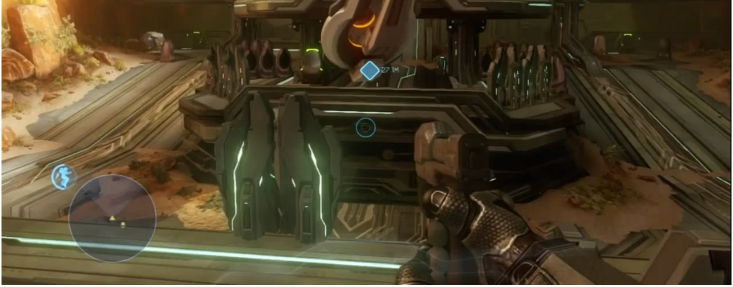


With the situation at [4] contained, you can run across the bridge leading to the first anti-aircraft gun, but first wipe out the Covenant on the other side of the bridge. This can be a pretty tense firefight, particularly if the Covenant brings Fuel Rod Cannons into the equation.

Objective Two: Destroy Anti-Aircraft Guns

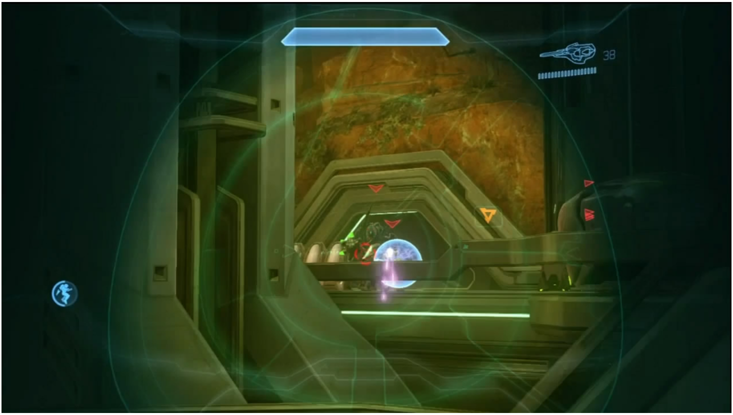






[5] [6] The two anti-aircraft guns have control panels next to them. You must access these to disable the guns. Each of these is protected by a large force of Covenant. This requires you to be patient as you slowly but surely cut your way through the oncoming defenders. Through the use of the Jet Pack or Active Camouflage armor abilities, it is possible to bypass some of the initial defenders of gun [6] to deactivate it early. This sounds good in theory. In practice, if you haven't taken out the enemy defending the guns first, you have to deal with them and the inevitable reinforcements that appear with every gun you disable. This can make already frustrating firefights much worse, considering the alarming frequency invisible Elite Zealots appear among the throngs of hostiles.

Objective Three: Eliminate Hostiles



[7] Once the anti-aircraft guns are off-line, you now have to deal with any remaining Covenant in the area, including new reinforcements that arrive by Drop Pod and by Phantom. The reinforcements around [7] include Hunters and many Elites. Using the ramp to the upper level of the facility is tactically unsound, as the enemy can shoot you well before you have a chance to shoot them. We recommend hanging back at first to let the more aggressive hostiles throw themselves against your prepared positions. If you insist on charging to the upper levels, you can use the Jet Pack to get into place before the enemy finishes deployment.

The Hunters tend to stick to the upper level, close to the facility entrance [8], so you'll likely need to engage them in close combat. Let the other enemies exhaust themselves coming to you first, so you can make the approach to the Hunters relatively painless.

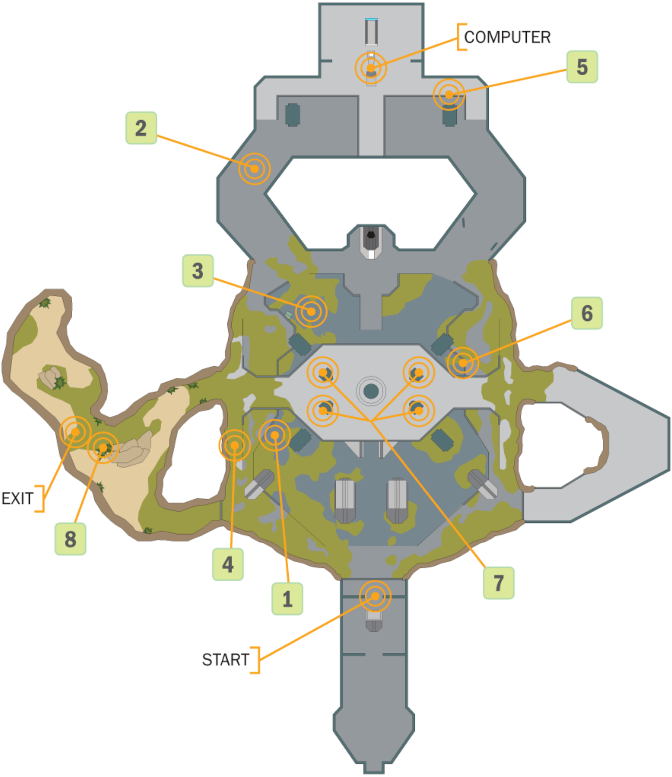
Make no mistake, this can be a very tough fight even with good co-op buddies. Remember, there is no rush to complete this part of the mission. Be methodical, and avoid rushing into unwinnable situations just to score another kill, and you can get through this slowly but safely.

Objective Four: Move to Extraction Point

WEAPONS EMPTY
SCAVENGE NEW WEAPONS ON THE BATTLEFIELD

[9] When there's no more hostile contacts in the area, you're to proceed into the facility to rescue Science Team Gagarin.

Chapter Five: Gagarin



At last, Fireteam Crimson is able to begin the mission it was initially assigned. Science Team Gagarin vanished without so much as a distress call. The Forerunner facility they were assigned to investigate is silent when the Spartans arrive, with no signs of friendlies or hostiles in the area. This is undoubtedly going to change.

No Covenant to worry about during this mission. As you investigate the disappearance of Science Team Gagarin, you can expect Prometheans in many waves as you check Gagarin's computers and the local Forerunner tech they activated before their disappearance. For each computer console you access, be prepared to face the wrath of the Prometheans.

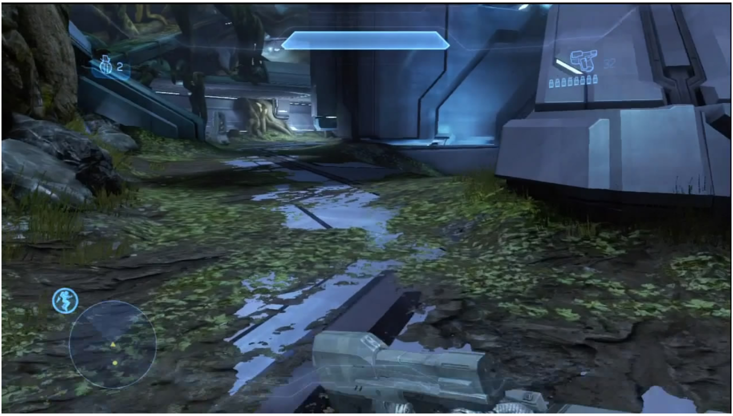
Map Location: The Cauldron

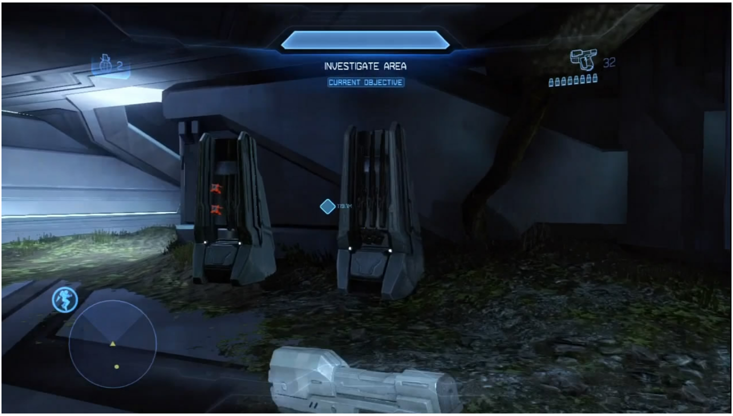
Recommended Loadout

Due to the presence of UNSC scientists, this zone is filled with UNSC weapon's caches, and the fact that the facility is of Forerunner construction means that you can also get your hands on their weapons. A LightRifle, DMR, or Battle Rifle are solid primary weapons to take into the fray. It's possible to get your hands on the Binary Rifle and Incineration Cannon from the Forerunner caches, which can make dealing with the Watchers and Knights significantly easier.

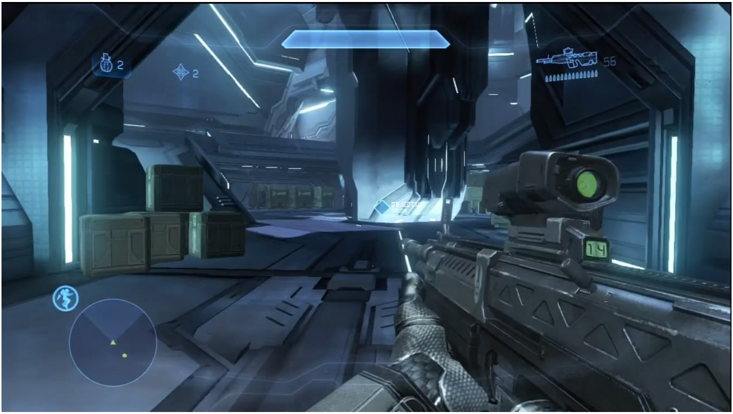
Much of the combat occurs in the large main chamber of the zone, and there are plenty of good opportunities to use the ramps and ledges to get the drop on the enemy. A Jet Pack is a good armor ability to take with you.

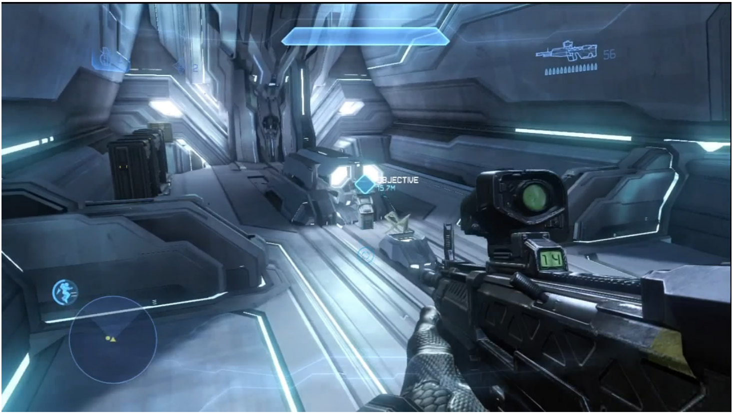
Objective One: Investigate Area





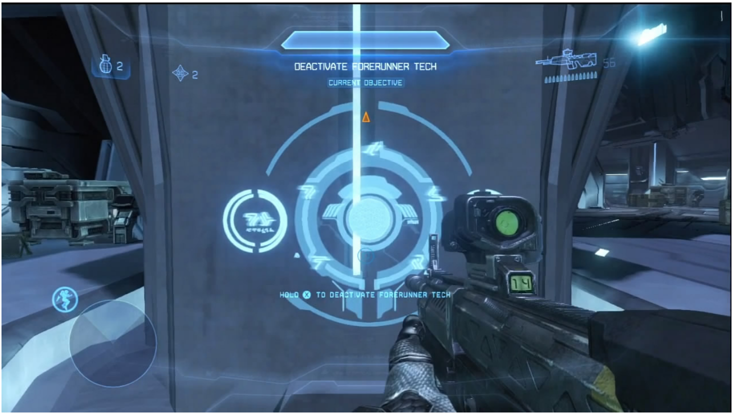
[1] When you begin the mission, be sure to check out the weapon caches to the left of where you start. An Incineration Cannon and some Binary Rifles can be recovered from the caches here. Afterward, head toward point [2] on the map to continue the investigation.

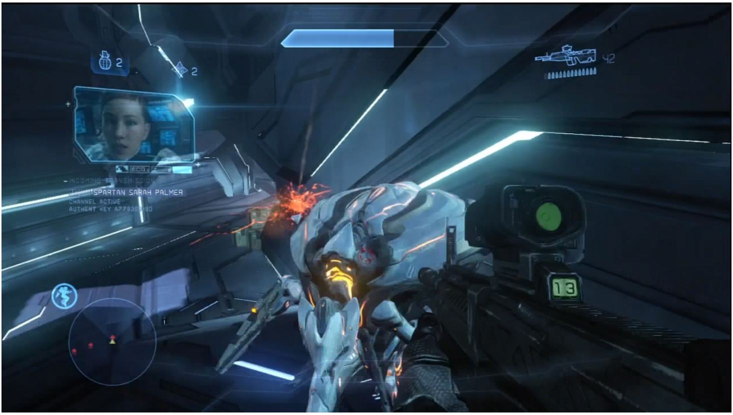




A computer console marked on your HUD contains a recording of the scientists' final moments in this world. You're then directed to a pair of Forerunner control consoles near the computer. Apparently Gagarin activated something they weren't supposed to, and Commander Palmer wants it shut down.

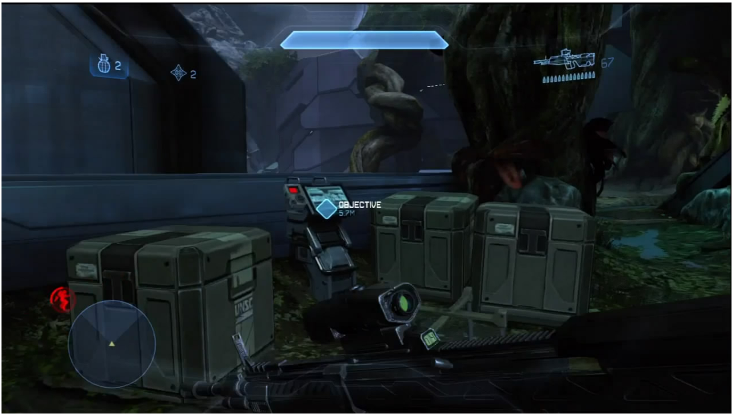
Objectives Two, Three, and Four: Deactivate Forerunner Tech


DEACTIVATE FORERUNNER TECH
CURRENT OBJECTIVE
HOLD Ⓧ TO DEACTIVATE FORERUNNER TECH
2
2
56
14

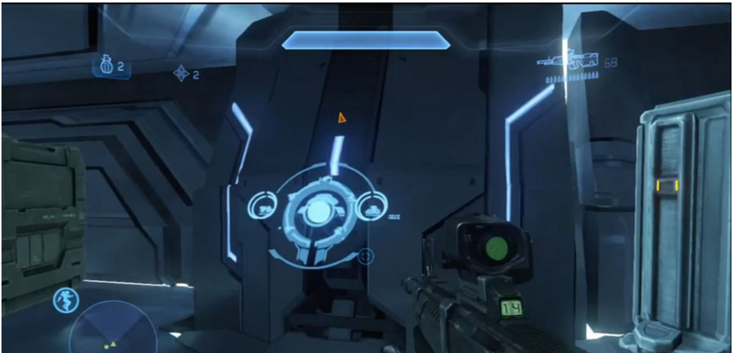


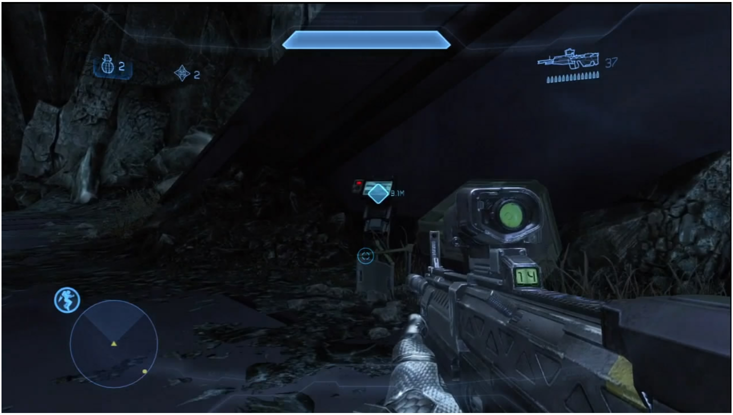
After shutting down the first two waves of the Forerunner attack, Crawlers and Knights teleport into the chamber. Fight them off, then head back toward the larger room [3]. The Prometheans are attacking in force.

Knight Battlewagons are rather common among the first wave of attackers. Their Scattershots can be devastating up close, so engage them from afar whenever possible. Don't forget, the main chamber of the zone has plenty of ramps and ledges you can use to gain an advantageous position on your enemies, but these can also be used against you.

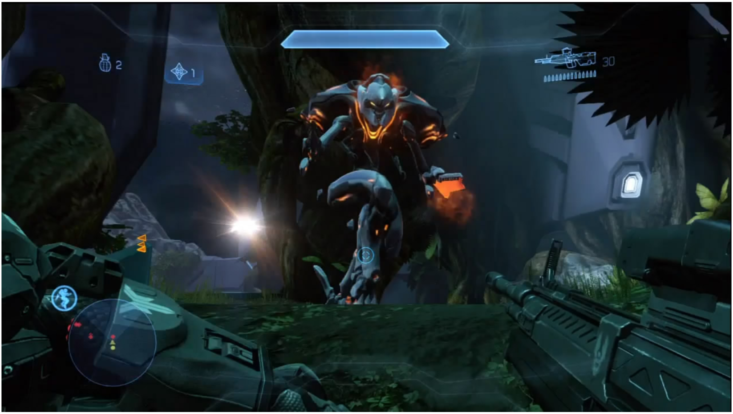


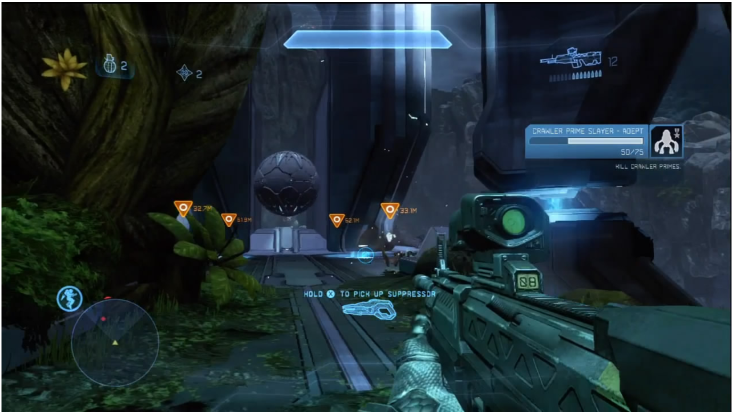
[4] Another of Gagarin's computers is indicated on your HUD as you tear through the initial Promethean attackers, revealing more of the situation that befell the science team. Shortly after you listen to this new recording, another wave of Knights, Crawlers, and Watchers arrives in the main chamber. Keep fighting them until you're given a new waypoint on your HUD.





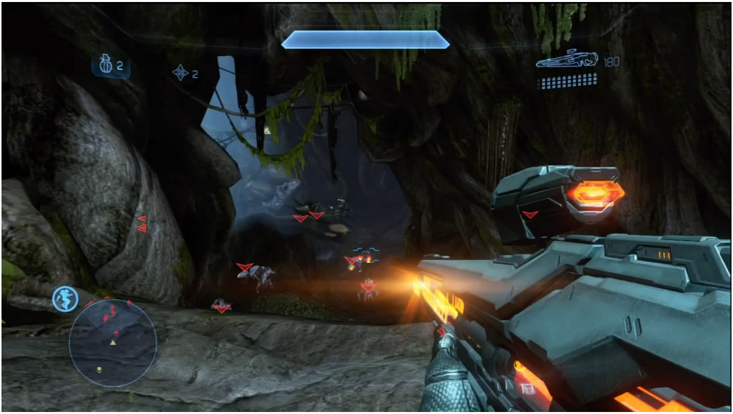
[5] Another piece of Forerunner tech to deactivate requires you to head back to the smaller chamber you first investigated. This is now guarded by a Knight and a Crawler pack. Deactivating this console in turn summons more Prometheans into the facility. You're directed to return to the main chamber to continue wiping out the Prometheans. After you thin out the enemy, another of Gagarin's computers is marked for you to investigate [6].

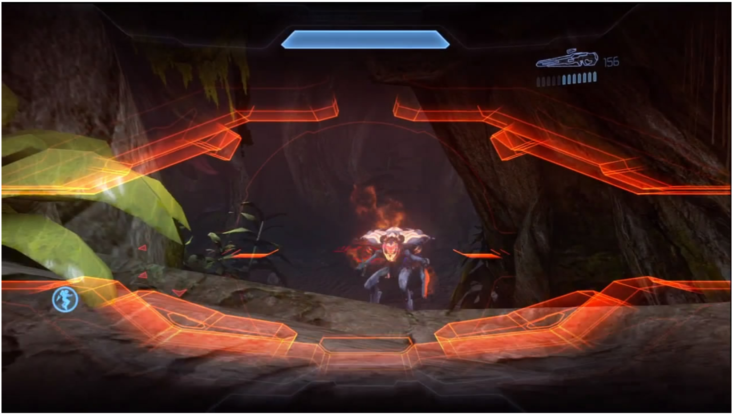




[7] After fending off yet another wave of Crawlers, your handlers on the *Infinity* mark a set of Forerunner consoles for you to deactivate. These are located in the main chamber on the bridge that connects both sides of the room. Go to them, but don't get so focused on accessing the consoles that you ignore the growing numbers of Prometheans trying to defend them.

Objective Five: Defeat Enemies

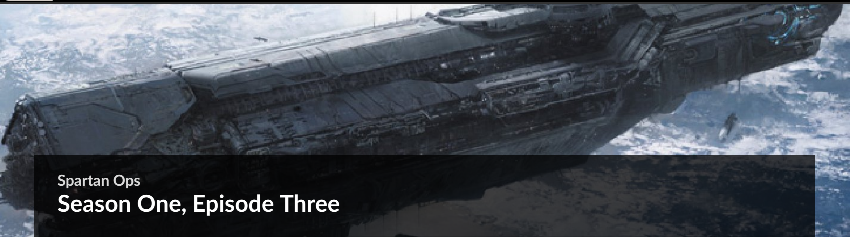




With the last pieces of Forerunner tech shut down, you've stirred up the hornet's nest. Fortunately, things get a bit simpler from here on out. Your final combat objective is to perform a clean sweep of the entire zone to eliminate all Promethean resistance. As you beat back one wave of hostiles, another will take its place somewhere else in the facility. So long as you keep in mind the lessons you've learned fighting Prometheans in other situations, nothing here should be very surprising or even difficult to manage. You've got a facility full of spare weapons and lots of good ways to flank the enemy, even if you're playing solo. Eventually, you will exhaust the Promethean's numbers, and the facility will be back under UNSC control.

Objective Six: Get To Landing Zone

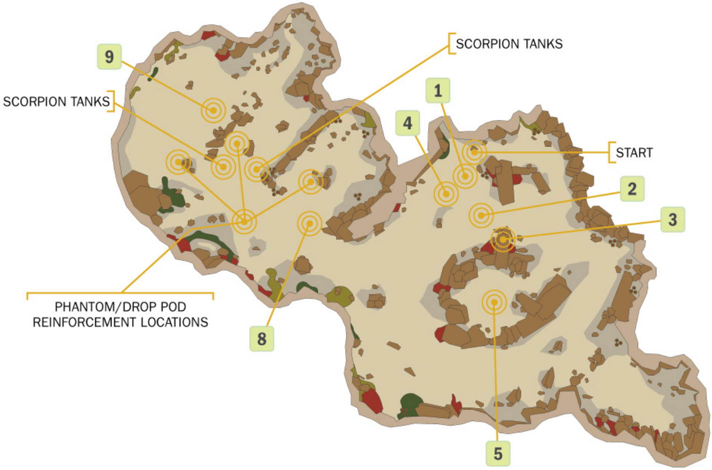
[8] With the facility cleared, head to the LZ for extraction. The episode ends with more questions than answers. What really happened to the science team? What did they activate? You'll have to wait until the next episode to get some answers!



Spartan Ops

Season One, Episode Three

Chapter One: The VIP



Parg Vol, a known Sangheili (Elite) terrorist, has been confirmed to be on Requiem. Commander Palmer thinks that by putting him six feet under will improve the galaxy as a whole, and so Fireteam Crimson has been called upon to introduce bullets to the Elite's face. It's certain that Vol will not go down without a serious fight.

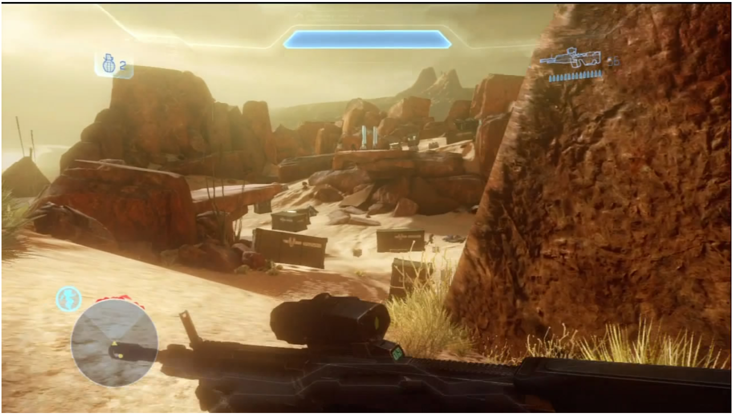
Prepare for stiff resistance. The Quarry once held a UNSC outpost that was swiftly overrun by Parg Vol's unit. From your starting position, you must quickly cross the valley between you and the hill Vol and the core of his defenders await. Be advised that a Phantom will attempt to ferry him to safety, and during that time, the Phantom will present a very credible threat with its air-support capability. You'll also need to investigate what remains of the local UNSC assets and turn any weapons or vehicles you find against the Covenant who respond to Vol's requests for assistance.

Map Location: Quarry

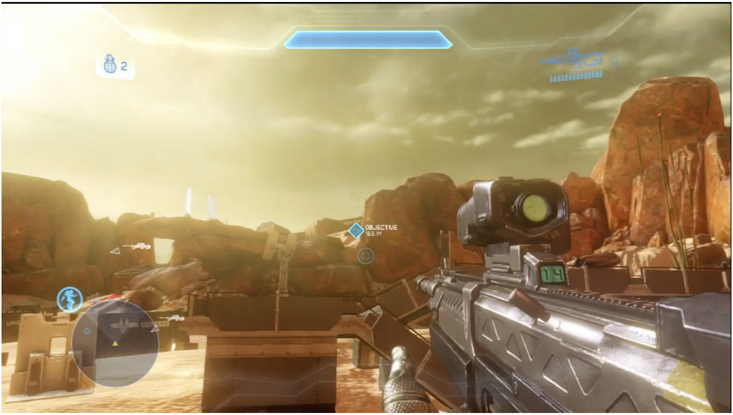
Recommended Loadout

Open the battle with a DMR, Battle Rifle, or LightRifle. You can recover power weapons like the Sniper Rifle and the Railgun that are dropped near the starting location after you've made contact with Vol. However, after the first half of the mission, you will quickly gain access to the powerful Scorpion tank. From that moment forward, you need only the Scorpion.

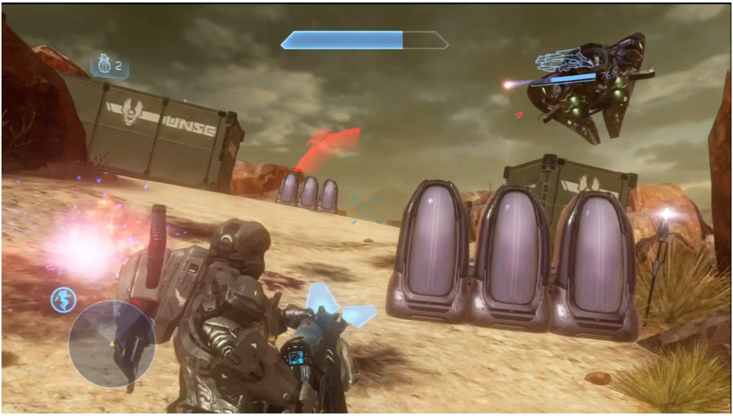
Objective One: Eliminate VIP

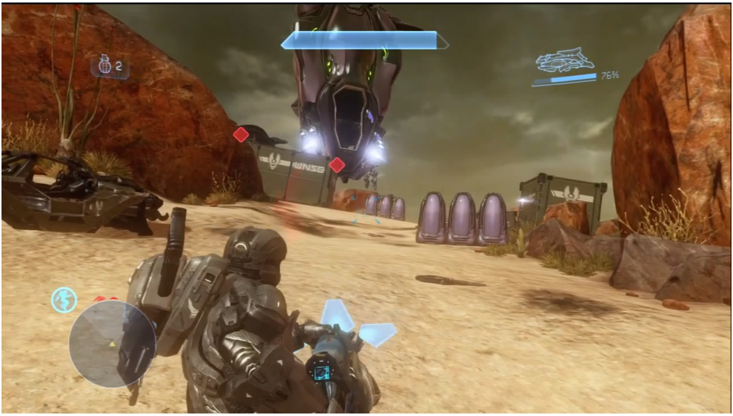


[1] Fireteam Crimson starts atop a hill on the other side of a valley that stands between them and Parg Vol's position on the central hill. Elites, Jackals, and Grunts are scattered throughout the valley [2], while a Plasma Cannon gunner [3] commands an elevated position that overlooks the valley. As you clear out the initial resistance, expect Jackal Snipers armed with Beam Rifles to take up positions near the Plasma Cannon.



[4] Near the starting location are the remnants of a UNSC outpost. During the initial encounters, ordnance pods will be deployed that contain useful power weapons like the Railgun and the Sniper Rifle. You can also nab a Machine Gun from the outpost walkways.

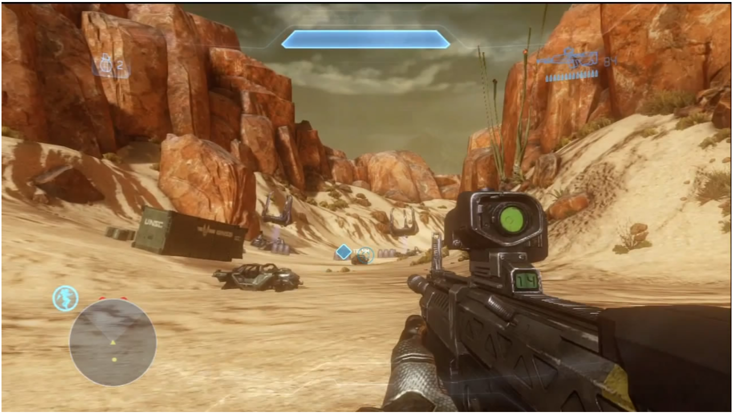


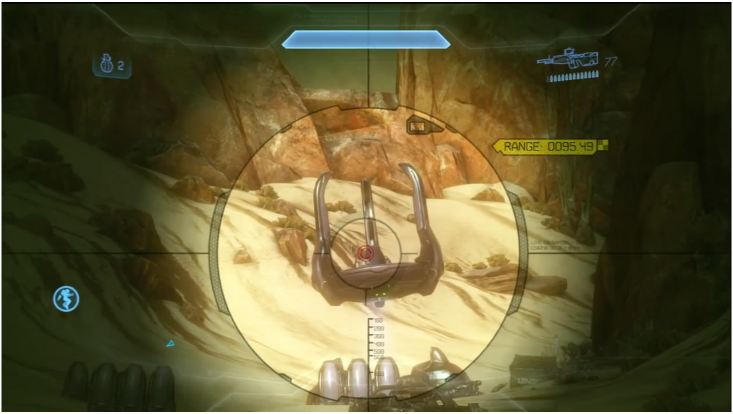


[5] When you receive the waypoint atop the hill Parg Vol occupies, head to it either via the path on the hill or by using a Jet Pack. However you manage to climb the hill, expect fierce resistance from Vol's personal guard of Elites. No matter how quickly you manage to fight through the hostiles, Parg Vol leaps into a Phantom and escapes your wrath. The Phantom briefly loiters over the battlefield, providing covering fire for his troops on the ground before escaping.

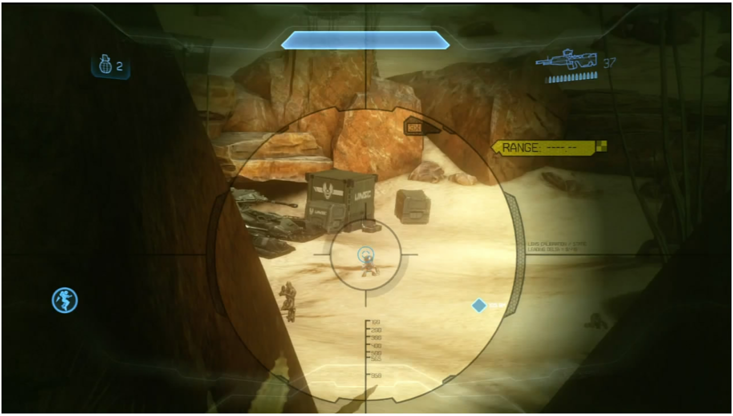
If you climb up the hill path, watch out for another Plasma Cannon gunner! You have little workable cover between you and them. This is where the Railgun or Sniper Rifle can show its worth. After Parg escapes, a Drop Pod will deploy another force of Covenant onto the hill. Expect many Elites among these reinforcements. Once you clear the hill, a new objective appears on your HUD, with corresponding waypoints.

Objective Two: Investigate UNSC Assets





[6] Your mission now takes you toward the smaller box canyon adjacent to Parg's hill. A token force of Covenant and some guard platforms bar your entry to the canyon. You don't have access to working vehicles just yet, so you must advance on foot to push past this position.

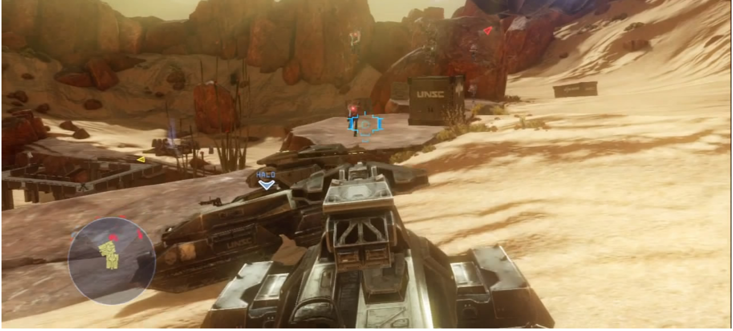


[7] The UNSC outpost at the center of the box canyon is occupied by a sizeable Covenant force. Expect Jackal Snipers to try making any on-foot advances a challenge. If you hang around near point [6] or [8], you can leverage precision weapons like the DMR or Sniper Rifle to great effect. Scan the area for guard platforms; they tend to attract the snipers.

Your ultimate goal is to reach the Scorpions at [7]. After clearing out the snipers or by using hard cover, you can charge at the tank hangars while eliminating the local troops; then commandeer the heavy armor. Once you have access to a tank, the remaining infantry in the zone are hardly a threat if you drive defensively and shoot accurately. This isn't as easy on higher difficulties, because enemy fire travels faster. Respect Grunts and Elites with Fuel Rod Cannons if you're playing on Legendary.

Objective Three: Defend Position

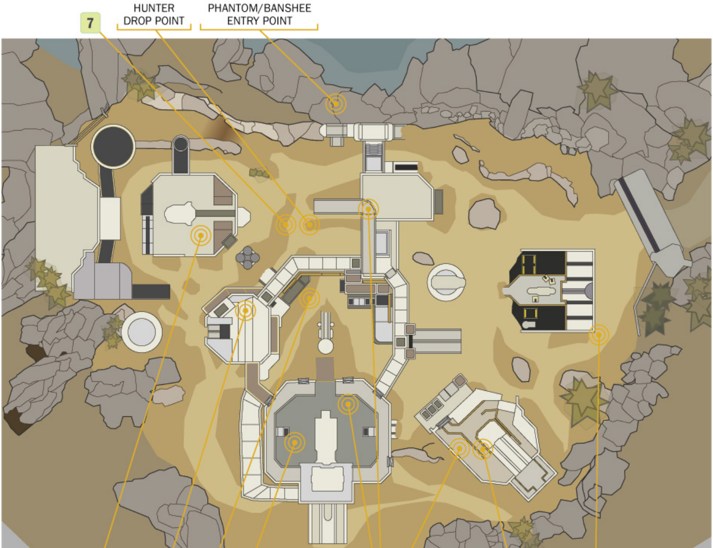
- INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
AUTHENT KEY A7783E919D

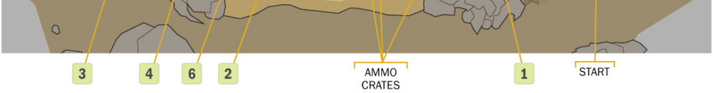


[9] After getting access to the Scorpions and dealing significant casualties to the Covenant, you are ordered to defend your position as Covenant reinforcements begin to swarm into the area surrounding the Scorpion hangars. Multiple Phantoms storm the area first, deploying Covenant infantry and several Wraiths. If you're playing with a full Spartan team, multiple Scorpions can kill the Phantoms well before they can even deploy their assets.

With the Phantoms destroyed or driven off, Covenant Drop Pods begin to land throughout the area. With a Scorpion, these troops are essentially dead before they even hit the ground. After several Drop Pods deploy troops, Phantoms return to the fray with another Wraith joining the party. Lone Wolf players may be overwhelmed by this stream of constant reinforcements, particularly on high difficulties. Just stay on the move and you can avoid being hemmed in by Wraith mortars or by ambitious Grunts with charged Plasma Pistols or Fuel Rod Cannons. Eventually, the remaining Covenant will be marked on your HUD after the reinforcements stop arriving. Clearing out the last hostiles resecures the Quarry for the UNSC.

Chapter Two: Galileo





Galileo Base is the home of highly valuable UNSC scientists and combat assets; therefore, the facility is heavily fortified against potential invasions. However, the defenses have proven ineffective in the face of a determined Covenant foe. Fireteam Crimson has been deployed to save the base from falling into hostile hands.

The moment the mission begins, you will already be in heavy contact with the enemy. Your first objective is simple: You must shut down the power cores that are maintaining the computer systems at the base. This will be your first Spartan Ops encounter with the Banshee, which can put a swift end to any Spartan caught out in the open. With the computer systems secured, you must reactivate the local air defenses and then fend off a significant Covenant assault until the enemy reinforcements are depleted.

Map Location: Galileo Base

Recommended Loadout

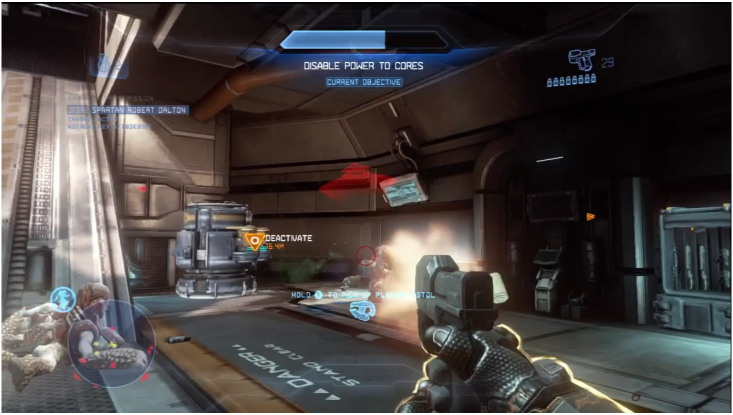
Start with your preferred precision rifle and a Plasma Pistol. Having the means to knock Banshee's out of the sky should they stray within charge-shot range is just too good to pass up. There are Railguns near two of the power cores [1] [2], sitting atop a UNSC ammo crate that will provide you unlimited ammo. The Railgun goes a long way toward breaking the initial assault and should be a staple ground-pounder weapon for the duration of the mission.

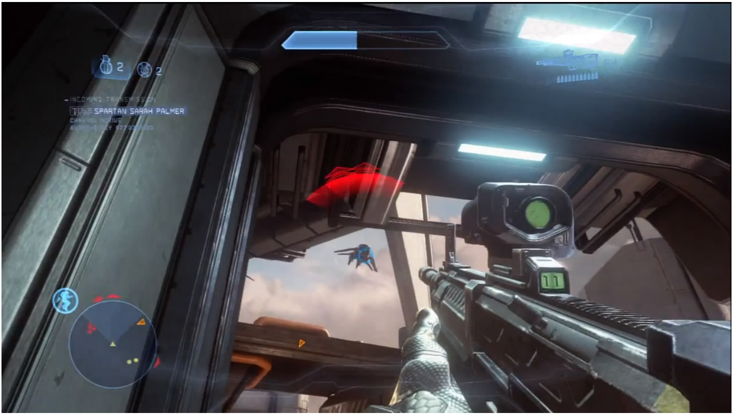
Objective One: Disable Power to Cores

DR. SHANNON OWEN
CHANNEL ACTIVE
14

SPARTAN JARED MILLER
CHANNEL ACTIVE
HALO

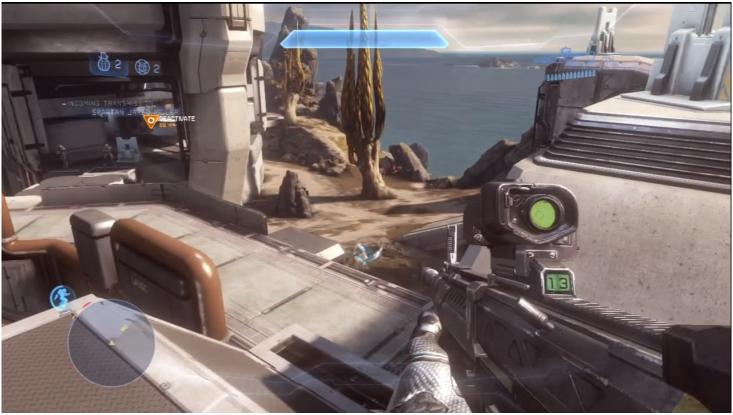
[1] [2] [3] Fireteam Crimson begins at a drop zone that is covered by several Marines who probably won't survive the opening engagement. Commander Palmer asks the scientists at Galileo to shut down the computer systems that the Covenant are trying to access, but the scientists are locked in a bunker. This means that you will need to reach the three power cores marked on the map and disable them manually. We recommend you complete this task in the order that the cores are marked on the map.





[1] Your first stop is a bunker close to your starting position. This is where you will repel the initial assault and is where one of the power cores is located. As you advance on this position, you'll find that the area is held by a large force of Grunts, Jackals, and Elites. Further reinforcements arrive via Phantom and Drop Pod throughout the facility, and the hostile troops will be converging on this first core to put an end to you.

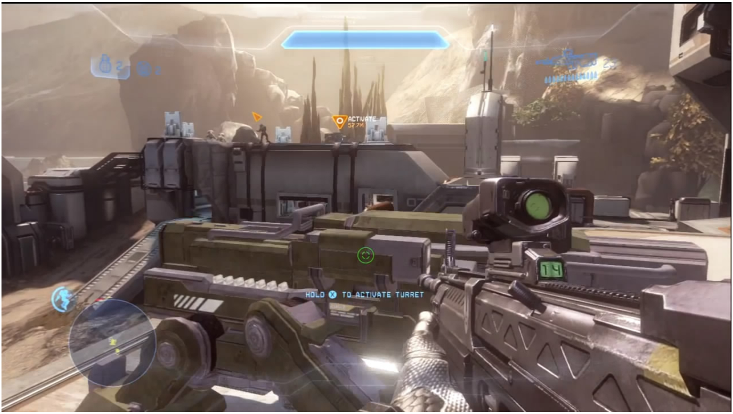
You want to make this first bunker your home, at least temporarily. Banshees arrive and begin bombarding the bunker, which makes the ramp leading to the roof a serious vulnerability. The Banshees can and have fired fuel rods down the ramp into the bunker. Concentrate on thinning out the Covenant infantry while using the bunker for safety. When it's safe to do so, use the Railgun against the Banshees, or try to hijack one for yourself and any allies along for the mission.



The opening battle near the first objective can be harsh. Expect many Elites that require culling before you can safely move on to the next two power cores [2] [3]. If you deal with the Banshees quickly, you can also try to stay one step ahead of the bulk of the enemy force and just run for each power core. However, leaving too many hostiles alive can present issues for the next major objective.

Objective Two: Activate Defense Turrets

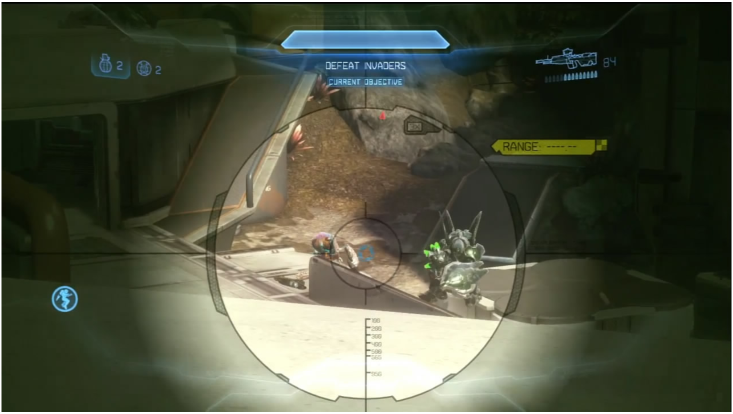
ACTIVATE DEFENSE TURRETS
CURRENT OBJECTIVE



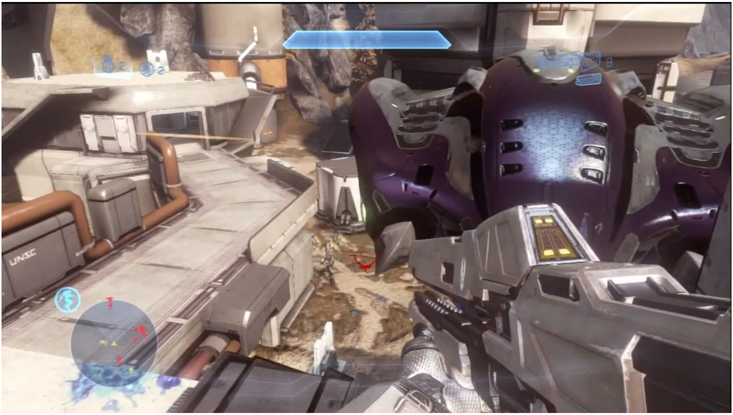
[4] [5] With the initial assault repelled or slowed and the base computers secured, you now have to reactivate a pair of point-defense guns while more waves of Covenant begin to swarm the base. If you have followed the suggested order for dealing with the power cores, the last core [3] makes a brilliant location to make a stand against incoming hostiles. Drop Pods and Phantoms will deploy more troops near each gun. If you move quickly and have multiple players, you can actually get both guns online before the first troops are deployed. As soon as the guns are made ready, the final objective of the mission begins

Objective Three: Defeat Invaders

INCOMING TRANSMIS
SPARTAN SARAH PALMER
CHANNEL ACTIVE
AUTHENT KEY A7783
84
05
14



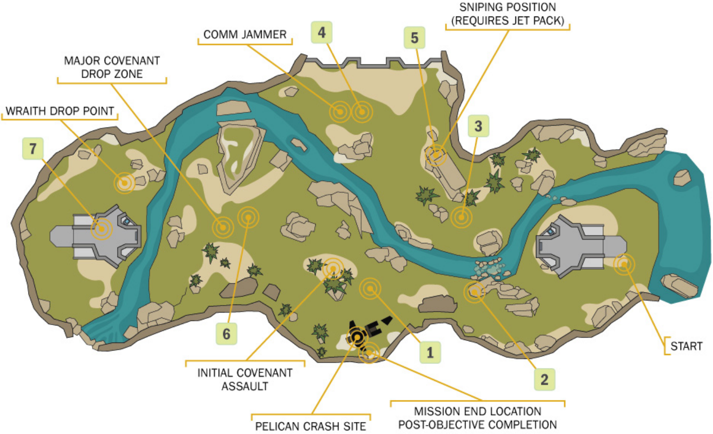
[6] [7] The Covenant make a last desperate push to occupy Galileo, despite the point defense guns being activated. Expect multiple Drop Pods and Phantoms filled with all manner of Covenant to descend onto the base, disgorging their payloads. The first Drop Pod arrives between both of the defense guns, and brings a pair of Hunters into the fray. Eliminate them as quickly as possible, for not long after they are deployed, the Phantoms begin to enter the local airspace to deliver more troops and fire support.



The final battle for Galileo can drag on for some time, and to be frank the guns you just activated only provide a distraction at best. If you haven't been using the Railguns found on this map, you are seriously limiting your fighting potential. Don't feel afraid to fall back to known ammo crate locations to restock the Railgun. If for some reason you have lost these weapons, you can also resort to using Fuel Rod Cannons left behind by Covenant to lay out large groups. As always, once the Hunters are toast, the Elites are the gravest threat. They will charge after you regardless of your location, so it's best to use the buildings to help funnel the enemy into kill zones while simultaneously affording yourself an escape route.

Once you exhaust the Covenant reinforcements, Galileo is secure and the mission is over.

Chapter Three: Spartan Mountain



Mountain Squad needs immediate assistance, and Fireteam Crimson has been drawn up for the task. This "quick and easy" rescue operation spirals into a major engagement with Covenant forces that control this zone, and eventually the Spartans are temporarily commandeered by civilian assets to help investigate the local Forerunner architecture. The days aren't about to get easier.

The tower constructs that dominate both ends of this zone are obviously of value to the Covenant: This is the single largest deployment of Elites and Hunters you've faced yet. After securing Mountain Squad's crash site, join these Spartans in taking the fight to the Covenant. After disabling a local comm jammer, the Spartans are to investigate one of the Forerunner towers and fight off any Covenant that attempt to interfere.

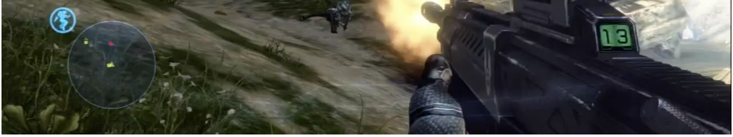
Map Location: Two Giants

Recommended Loadout

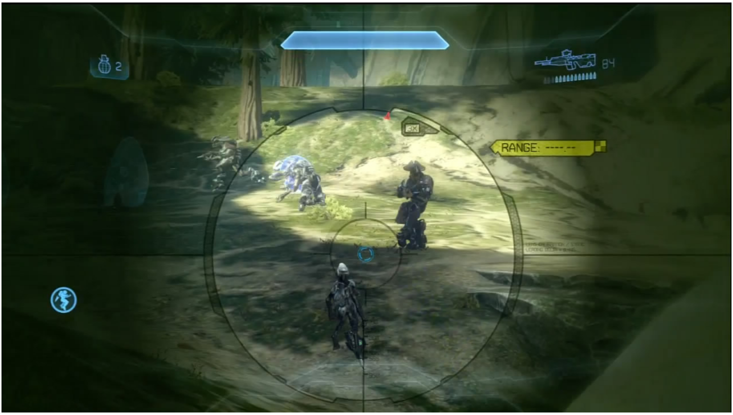
This operation takes place in one of the larger maps Fireteam Crimson visits throughout the course of Spartan Ops and should look familiar to War Games veterans. The wide-open spaces favor the precision of the DMR, which can be supplemented handily by a Plasma Pistol or Storm Rifle. Because of the high concentrations of Elites, you can expect to see many heavy weapons like the Fuel Rod Cannon, while Mountain's crash site contains a Rocket Launcher to help deal with heavier targets. If you've yet to earn the Ammo upgrade, we really recommend unlocking it for this mission. The environments are only going to get richer with targets.

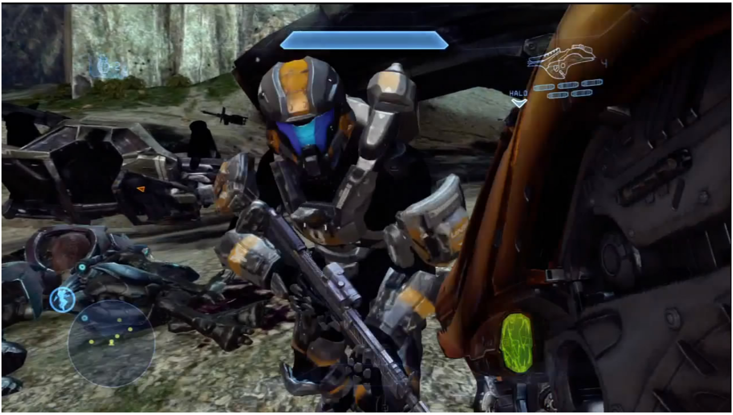
Objectives One and Two: Locate Crashed Pelican, Secure Crash Site

SPARTAN FREDRIC ZURENIA



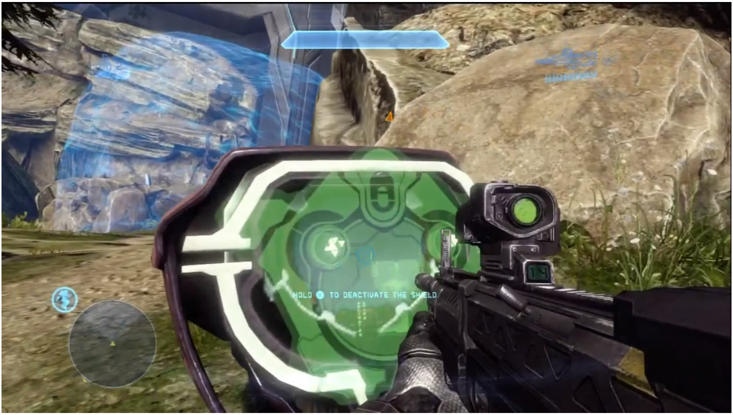
[1] The Pelican drops you off a short distance away from the location of Mountain Squad's position, but as you close in on your allies, you'll notice a large force of Elites besieging your fellow Spartans. The nice thing about this area is you don't have to charge directly into harm's way to assist your allies. [2] Take up a good sniping position and drop the enemy safely from afar. After beating back the initial attack, a Drop Pod deploys more hostiles to try and overrun the Spartans.





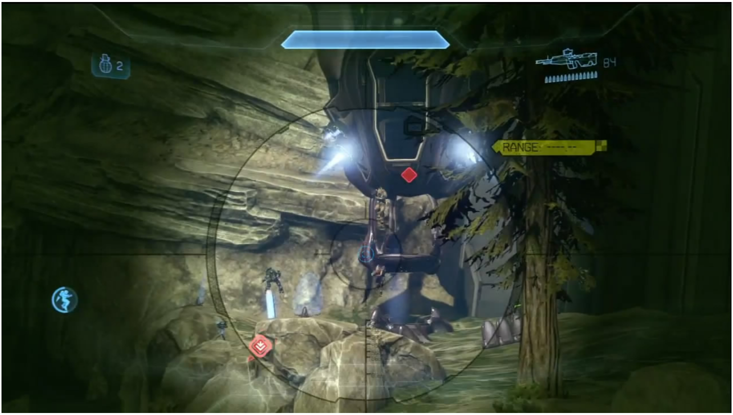
After you eliminate the enemy, take some time to arm your fellow Spartans. The Elites that had faced them may have carrier Fuel Rod Cannons that the Spartans, with their unlimited ammo, can put to good use. However, we recommend you keep some heavy weapons available; you'll see why very shortly.

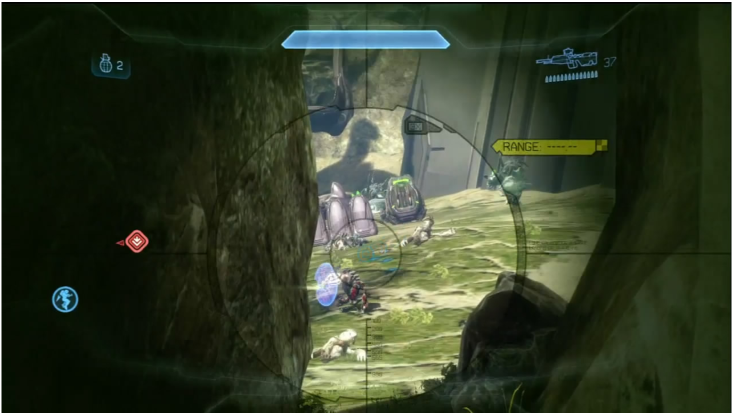
Objective Three: Disable Shields



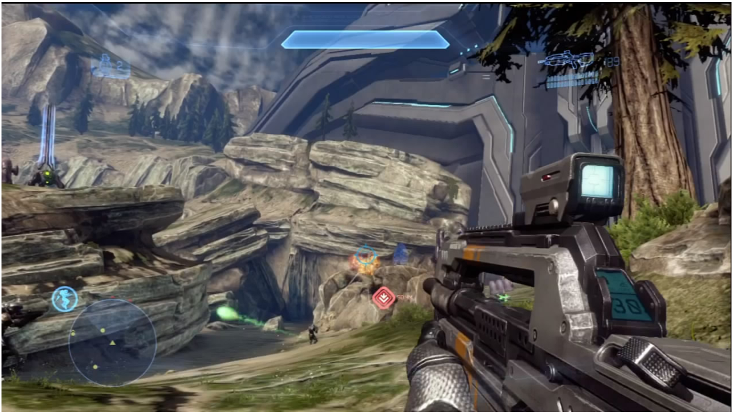
[3] After finishing any preparations you feel are necessary, travel to the shield controls and shut down the defenses. No new enemies attack during this objective. Some Covenant Carbines and Needlers are near these controls, if you want to use them.

Objective Four: Destroy Comm Jammer

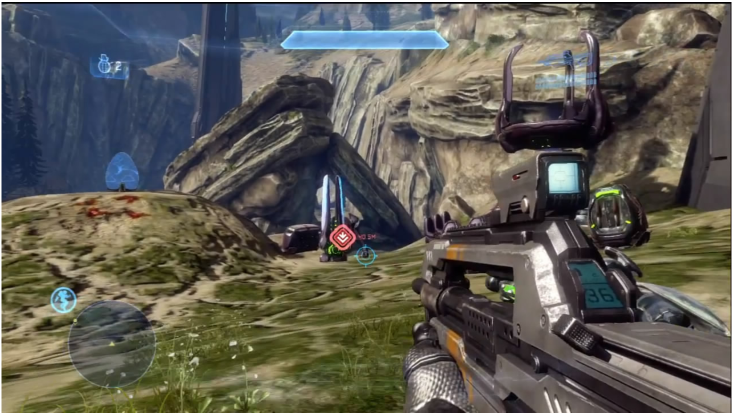




[4] Two Drop Pods deploy a smattering of Elites, Grunts, and Jackals near the comm jammer. More importantly, a total of four Hunters are a part of this deployment. Do not attempt to take this fight up close until you have at least dealt with two of the Hunters. Stay mobile to avoid getting pasted by the Hunters. Watch for Elites who try and rush toward the crash site [1]. Among them may be Energy Sword–wielding Zealots.

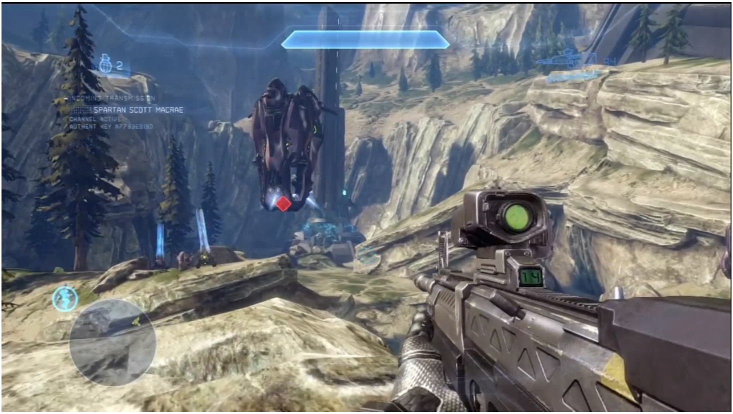


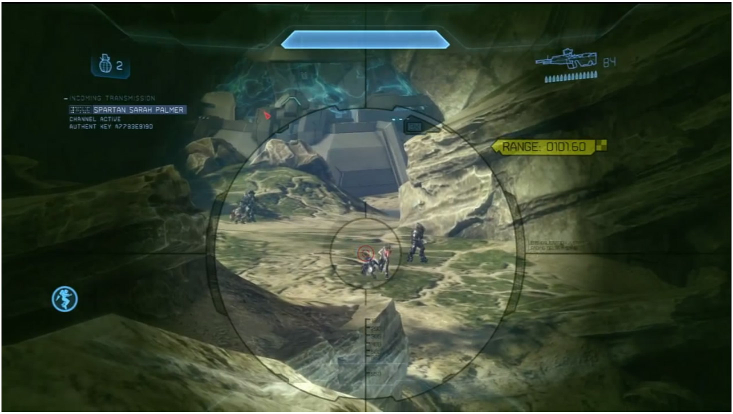
If you followed our advice, you may find that the Spartans you just rescued are infinitely more useful to your cause if they are equipped with Fuel Rod Cannons and Rocket Launchers. Just watch where you move to avoid getting hit by not-so-friendly fire.



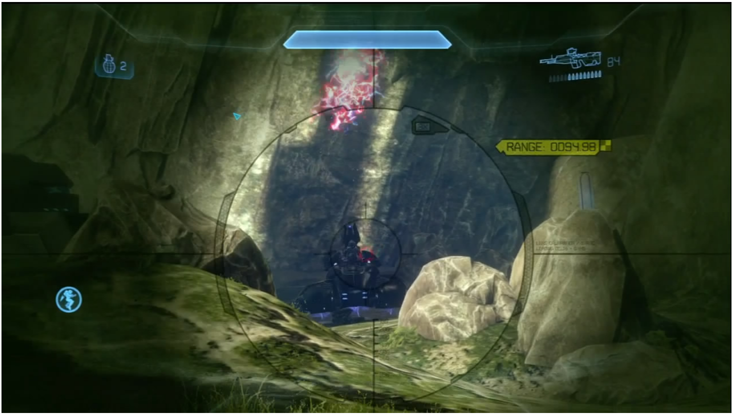
After this grueling battle, take out the comm jammer, but make certain you are restocked. You can find more Fuel Rod Cannons next to the guard platform that protected the jammer itself.

Objective Five: Investigate Tower



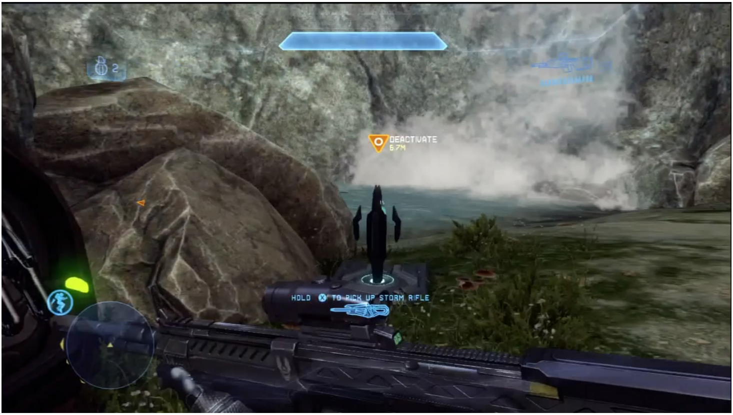


As soon as you are ordered to investigate the Forerunner tower [7], a Drop Pod begins the first of many counterdeployments between the jammer location and the tower itself [6]. If you've picked up a Jet Pack, you can climb atop the rocks at point [5] and snipe the enemy from a good elevated position.

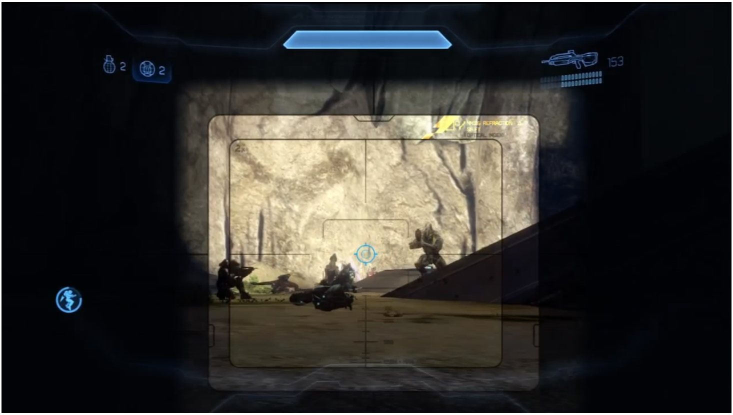


Meanwhile, around the tower, Phantoms deploy even more troops, including a pair of Ghosts and a Wraith. This can make the approach to the tower difficult. If you're willing to risk it and are persistent at sniping the Wraith, you can blast the hatch that protects the driver off of the vehicle and try to kill them. If you succeed, you have a potentially very effective weapon at your disposal. It is best to set up such attempts by using the Plasma Pistol to disable the vehicle first. This isn't easy to accomplish. If you're trying to avoid needless deaths, then ranged combat may be best.

The other obstacle to taking the Wraith is the sheer number of Covenant troops deployed around the tower. You must take out many Covenant to stand a chance of even getting close to the Wraith.

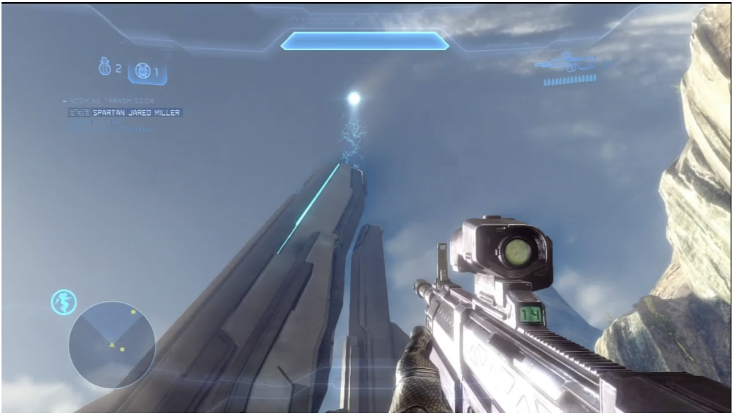


When you get close enough to the tower, your support team on the Infinity chimes in, saying that to gain access to the tower's inner workings, you must shut off a pair of shield generators. Again, before you follow through with this, restock and prepare yourself for a big fight. You might be able to get your hands on a Ghost parked near the tower, which can be quite useful for what is to come.



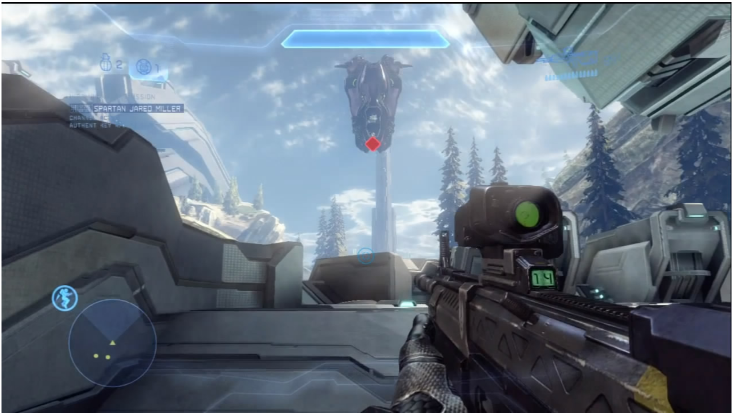
The Covenant expected this, as the lower level of the tower you just unsealed has a host of Covenant, including many Elites; they are awaiting someone like you to unleash them. Do *not* charge into the tower without ensuring it is cleared first! For more bad news, a Phantom deploys more troops close to point [6], which also primarily consists of Elites. On higher difficulties, you can expect to see many Zealots. While they are at a range disadvantage, their speed and the open terrain give them a chance to close in rapidly and execute some flanking maneuvers. This fight can go quite badly for Mountain Squad, so don't feel too horrible if they take casualties here.

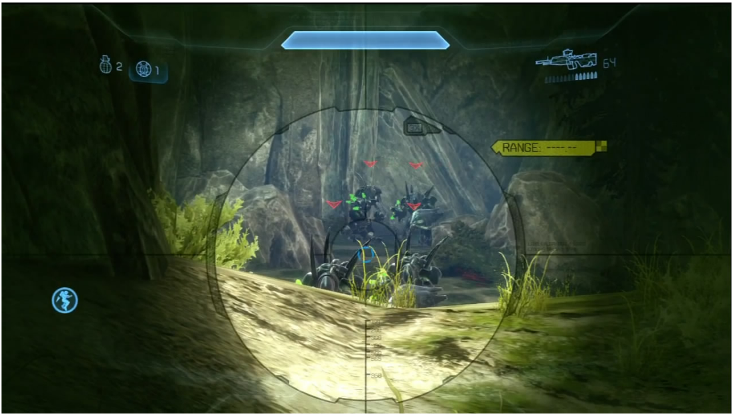
Be mindful of Jackal Snipers mixed in among the enemy. Beam Rifles are not to be trifled with in these wide-open spaces.



After securing the area, Dr. Halsey enters the operational picture, wanting Fireteam Crimson to inspect a specific object inside the tower. This causes the towers to begin emitting energy pulses toward Requiem's "roof." It also summons one last wave of Covenant.

Objective Six: Exit Tower

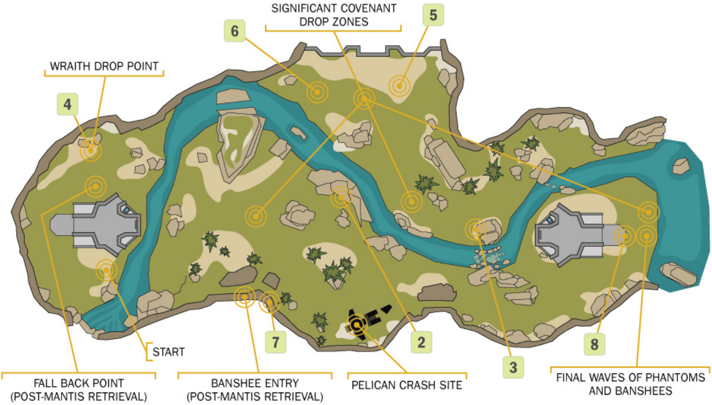




A Drop Pod deploys Covenant once more near point [6], which consists primarily of Jackals. The real threat is the four Hunters that accompany them. Use the tower for cover while you concentrate on wiping out the Jackal population before moving on to the Hunters. Get your hands on any Fuel Rod Cannons; they are your best bets here. Solo players may find this last challenge to be quite frustrating, but it is still manageable if you can avoid engaging the Hunters all at once. Do what you can to flank the enemy, and try to get them to hurt each other with stray Fuel Rod shots. Fortunately, after you reduce the enemy to just Hunters, they will be marked on your HUD, which can help you keep track of them while you seek out the firepower to help end this fight.

The evac Pelican is still quite some time out from your position. You are ordered back to Mountain Squad's crash site to dig in and prepare for the inevitable counterattack. The mission ends when you arrive at the crash site.

Chapter Four: Shoot-out in Valhalla


SIGNIFICANT COVENANT DROP ZONES
6
5
WRAITH DROP POINT
4
START
7
2
3
8
FALL BACK POINT (POST-MANTIS RETRIEVAL)
BANSHEE ENTRY (POST-MANTIS RETRIEVAL)
PELICAN CRASH SITE
FINAL WAVES OF PHANTOMS AND BANSHEES

The attempted rescue of Mountain Squad is turning into a disaster. Fireteam Crimson must now hold their newly acquired real estate against a Covenant force willing to bring its collective might down on the depleted squad. Until the area is secured, or until the enemy is driven back far enough to allow for it, evac is not available. Good luck.

As with the previous mission, you're still at the Two Giants. Your first goal is to set up a series of point defense turrets. From there, it's a matter of surviving against great odds. Expect everything the Covenant can throw at you to arrive on the field in numbers. The first half of the battle requires you to fight while staying in motion, lest you are encircled and killed. Eventually, the UNSC comes through with some heavy armor for you to use, but expect the Covenant to respond in kind with waves of Phantoms and a storm of Banshees. There are no complex objectives to achieve here. You only need to survive.

This mission throws a lot of enemies at you, making it a good opportunity to gain some experience points.

Map Location: Two Giants

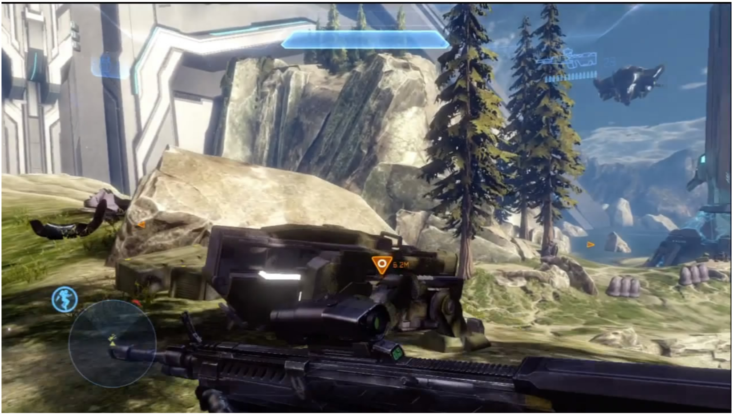
Recommended Loadout

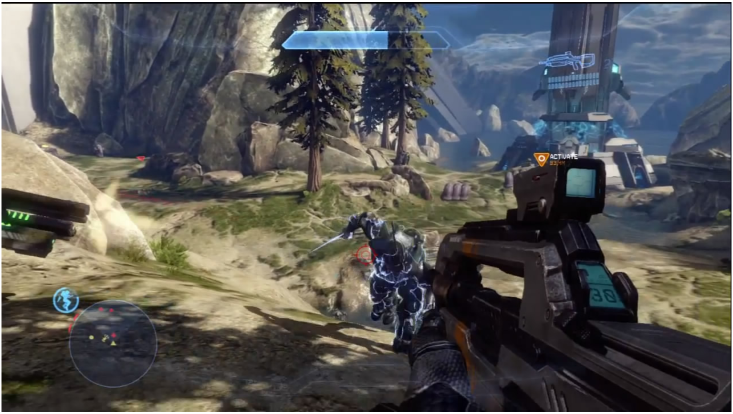
For the first phase of the battle, bring the your preferred ranged implements. As always, the DMR, BR, Covenant Carbine, and LightRifle all have amazing utility. The Ammo upgrade is incredibly useful, so put that into one of your loadouts. The Jet Pack is also a good Armor Ability to consider. Elite Zealots can be a major factor during parts of the battle, and if they get close, you can use the Jet Pack to stay out of the range of their Energy Swords while raining fire down on them..

When the Mantis mechs are delivered, do everything in your power to not lose these vehicles. These walking monsters are all you need to clear out the Covenant. If they get destroyed, it is a serious blow to your combat ability during the second half of the fight.

Objective One: Activate Turrets

SPARTAN JARED MILLER
ACTIVE





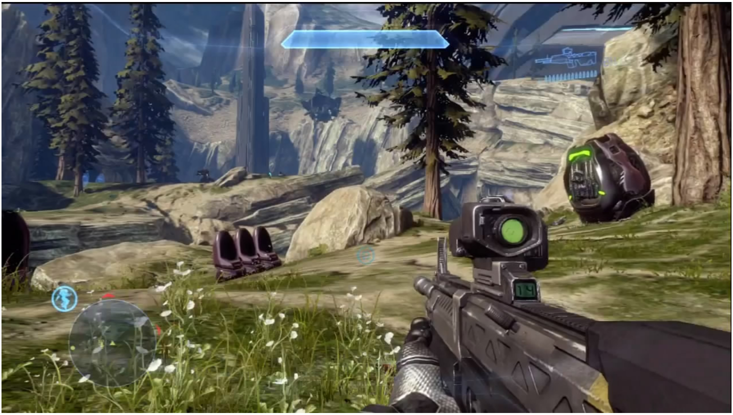
[1] [2] [3] The mission begins near the tower you investigated near the end of the previous mission. Marines have set up three point defense turrets throughout the area, and a Drop Pod full of Covenant arrives near the first of the turrets. Eliminate this first assault quickly. You can use the Ghosts close to your starting position to reach the other two turrets before significant Covenant numbers drop into the area. [2] The central turret you need to activate is close to the Pelican. Don't forget that you can stock up on supplies near the downed vehicle!

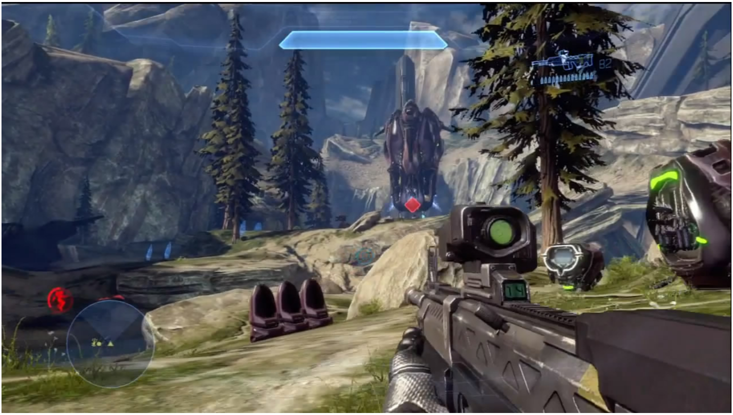
Watch out for constant deployments of troops, particularly the Elite Zealots. They can easily flank you on such open terrain.

Objectives Two and Three: Continue Defending Area, Clear Out Enemies

SPARTAN ROBERT DALTON

Covenant troops continue to arrive throughout the valley even after the three defense turrets are up and running. As with the guns found at Galileo, these weapons are not effective at stopping the Covenant, but they can provide a distraction. For the earlier parts of this mission objective, we actually recommend fighting around turret [3]. There are ammo crates near the turret for easy resupply, and the terrain is well suited to controlling the flow of Covenant through the creek near the turret. The initial wave of Covenant tend to arrive near the central turret, so holding at [3] allows you to have two turrets working together on the enemy.



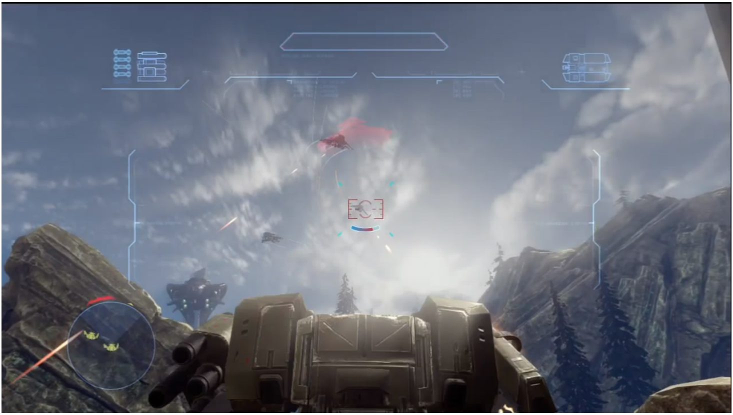


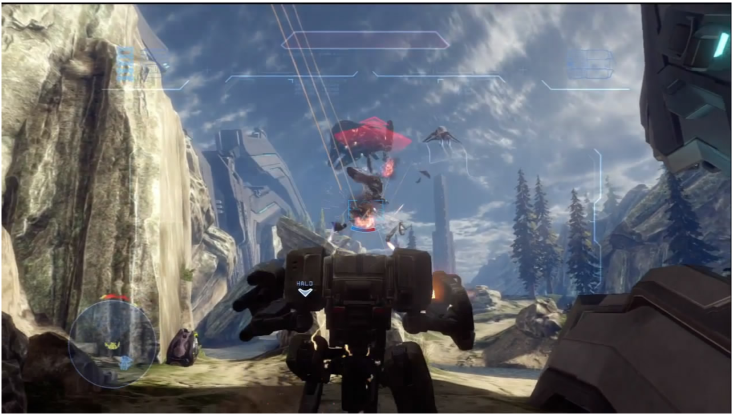
Eventually a Wraith is dropped near the previously investigated tower [4], along with more Covenant troops. This can be a tricky battle, as the Wraith's plasma mortars will constantly require players to stay on the move once it is alerted to their position. If possible, it's best to leave fighting the Wraith for last, unless you intend to attempt a hijack. More Covenant are deployed between turrets [1] and [2].

If you stuck close to turret [3], be aware that another Covenant force will drop at point [5], close to where the comm jammer once stood. This group includes Hunters, which can really be devastating if you don't notice them quickly enough. Eventually, after all of these trials, you receive the "Clear Out Enemies" objective, and any stragglers are marked on the HUD.

Objectives Four and Five: Move to Center Hill, Enter Mantis

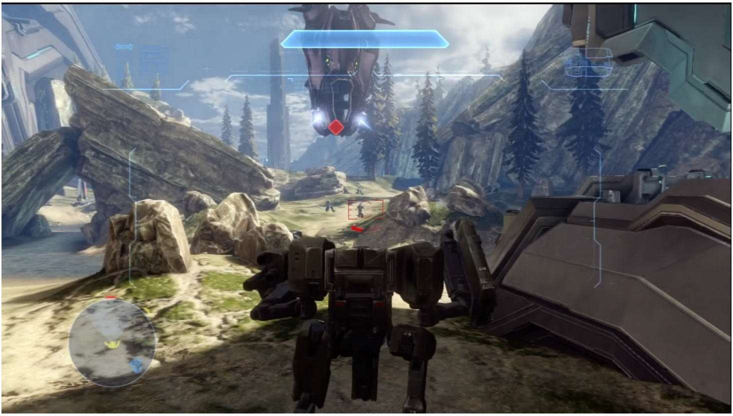
[6] Some good news comes as the Covenant are defeated: Mantis mechs are inbound via Pelican dropships. Extraction is still not offered, but now you will have the means to hold against the odds about to be leveled against you. After getting to the center hill, a short cutscene plays to show the Pelicans arriving with the Mantises. Do not dawdle once they are delivered! Get to the closest mech, climb in, and get ready for war. If you play your cards right, you can keep your Mantis for the remainder of the mission!





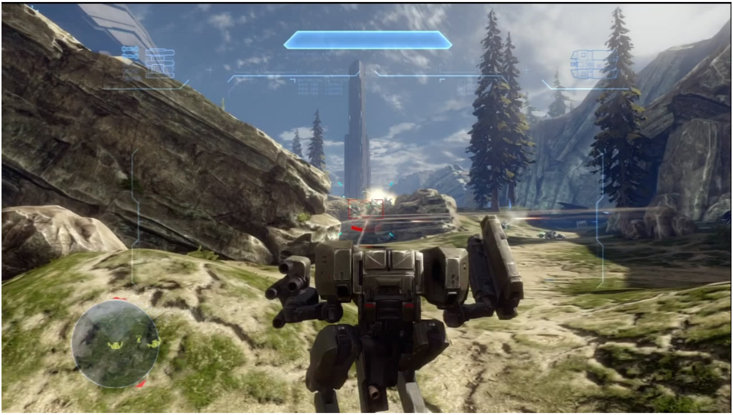
[7] A swarm of Banshees, accompanied by Phantoms, enter the local airspace from above the cliffs near the fallen Pelican. We recommend a tactical retreat to point [4], where you can use the tower to defend against strafing runs. Concentrate on bringing down the Banshees first! Their Fuel Rod Cannons and Plasma Cannons quickly destroy the shields of a Mantis.

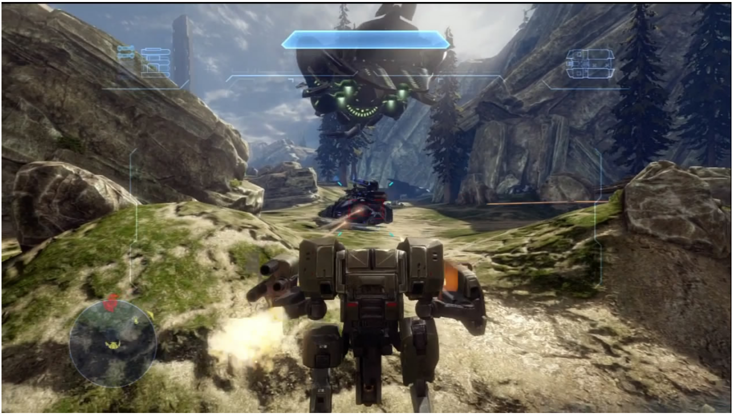
Expect Hunters to be among the troops the Phantoms drop. If you're playing with other players, multiple Mantis mechs can shred a Phantom before it can even consider deploying its troops.



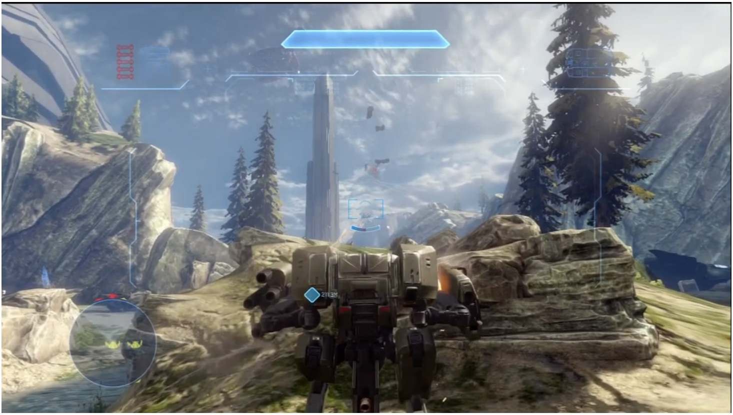
Clearing out the first groups in this wave will call down Drop Pods that land near turrets [1] and [2]. Keep up the pressure with the Mantis.

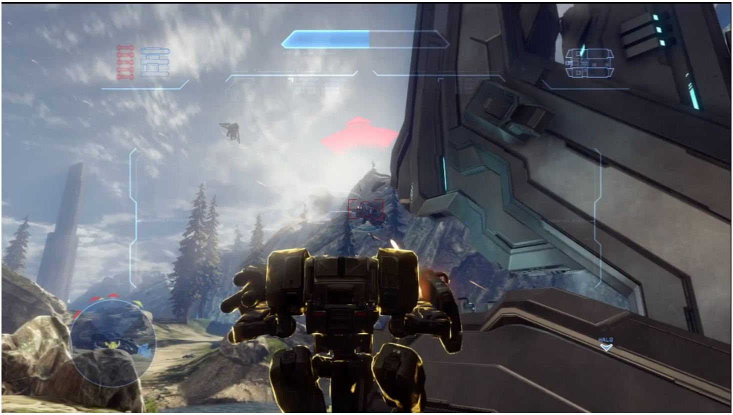
Objective Six: Continue Defending Area





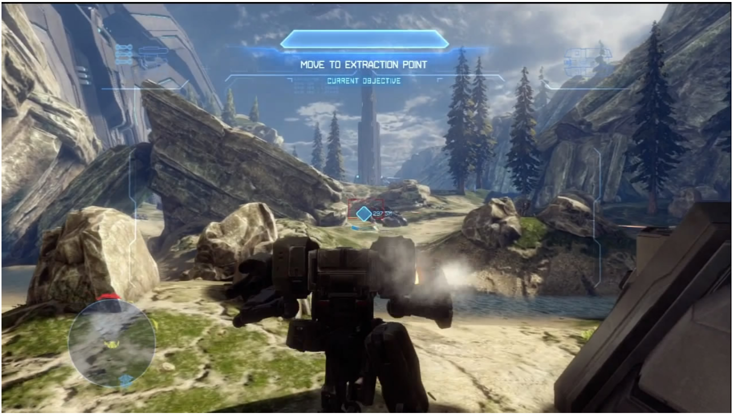
This objective is not complex. The Covenant deploy six Hunters and a Wraith as this objective is announced on your HUD. They are dropped at or near the central hill. Keep close to the tower so you can catch the Wraith as it drops down, then go to work on the Hunters. The Phantom that deploys the Wraith will also bring more Covenant troops to the fight.



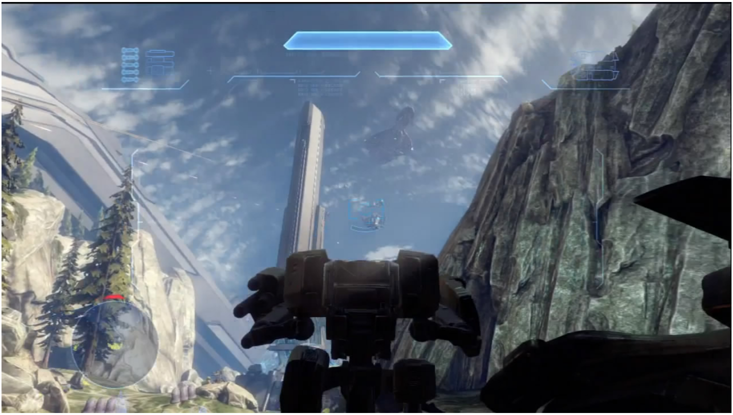


Things get worse. More Banshees and Phantoms begin to join the fray, while Drop Pods continue to make deployments throughout the valley. Stick close to the tower [4] while fighting off the enemy. During this time, even more bad news plays over the radio: The Covenant are sending a cruiser to your position. A Mantis, much less a Spartan, isn't good enough to survive a direct glassing. It's finally time to leave.

Objective Seven: Move to Extraction Point

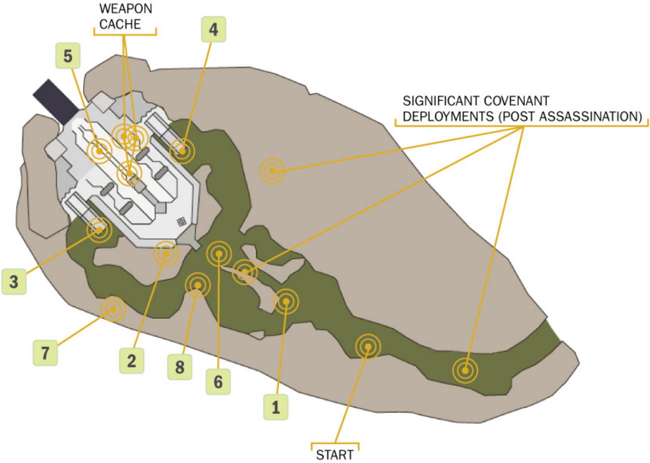


[8] The extraction point will be marked after you fight off a significant amount of Covenant. Fight your way carefully over to the tower close to turret [3]. You don't want any surprises to flank you once you reach the tower.



It would be more of a surprise if things went smoothly. Once you reach the extraction point on the shore behind the tower, immediately fall back to the central hill and prepare for anti-air combat. Multiple waves of Banshees and Phantoms appear over the water behind the extraction point. Sticking near the tower is not a great idea, as it exposes you to the Phantoms' support fire. Fortunately, the Phantoms do not deploy additional troops, so this last battle is entirely against aerial targets. After three waves of fliers, the enemy stops sending reinforcements. After you deal with the threat of the cruiser, extraction becomes available. Parg Vol has been located once again, and it's now up to Fireteam Crimson to finally bring him down.

Chapter Five: Hunting Trip



Parg Vol has retreated to a Forerunner facility along with a sizeable force of Covenant guards. There's no other place for the terrorist to run, but as you will soon find out, his death will not come easily and it will be noticed.

This mission starts off as a simple search-and-destroy operation. Vol is atop the Forerunner structure, and between you and him is a small army. After cutting your way through the army and eliminating Vol, prepare for the Covenant counterattack. Two waves of Phantoms and Drop Pods will disgorge their forces throughout the lower valley, intent on pinning you down in the facility.

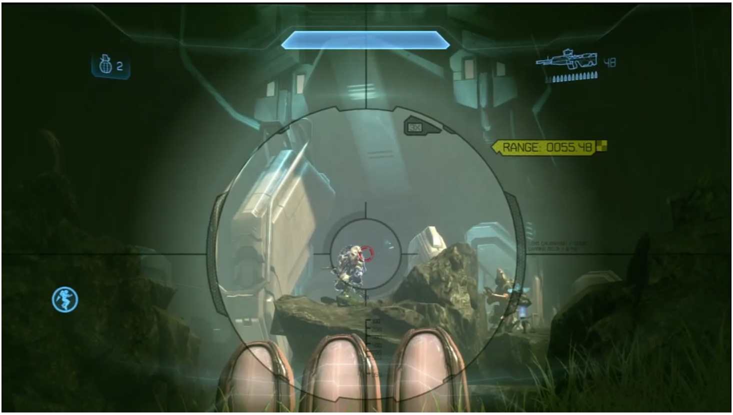
Map Location: The Gate

Recommended Loadout

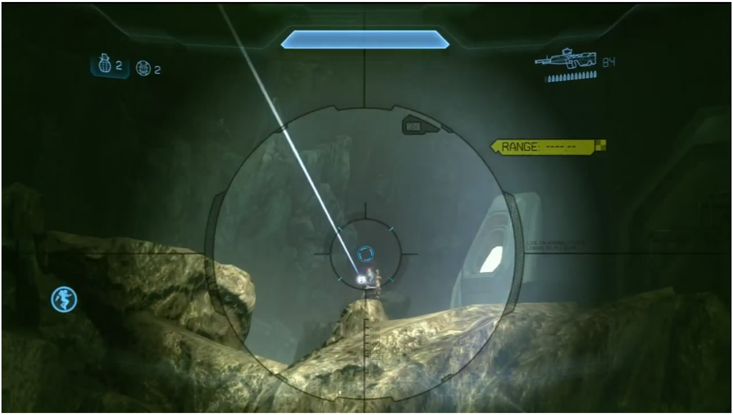
The DMR and Battle Rifle remain the best primary weapons available. If you also have the Ammo upgrade, you can try bringing a Storm Rifle as your primary weapon and take the Magnum as backup. You can replace the pistol with a Covenant Carbine or Battle Rifle found during the mission. There are just so many Elites in fairly close proximity for much of the mission that having the extra capacity on the Storm Rifle you begin with might help take out their shields without having to wait for the Plasma Pistol's charged shot to build.

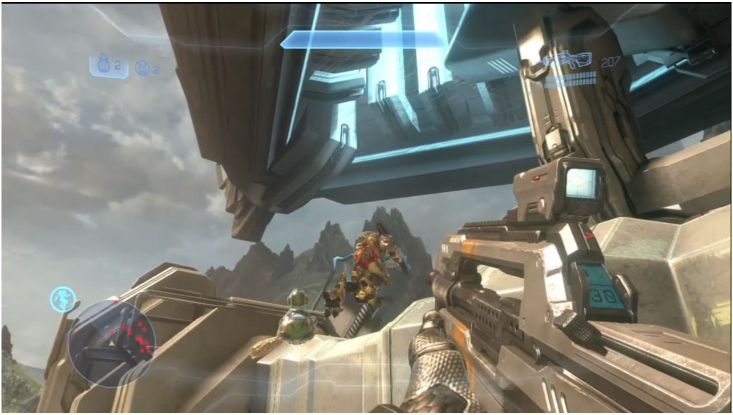
If you have unlocked it, the Regeneration Field armor ability might be good for holding down the fort in the aftermath of the assassination.

Objective One: Locate Parg Vol



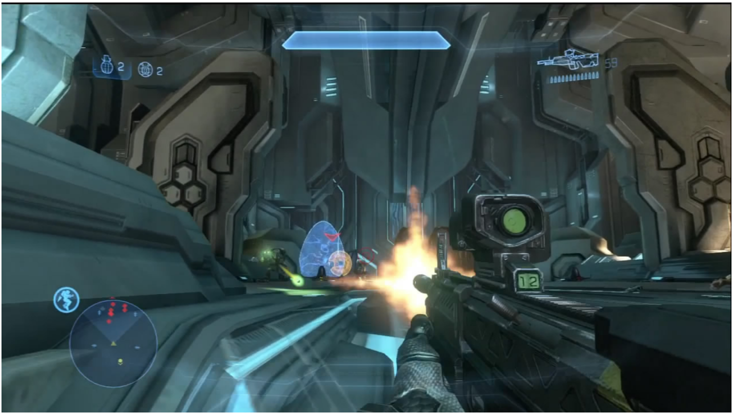
[1] The Gate area has been heavily reinforced by the Covenant. A guard platform hovers atop one of the hills overlooking your starting position, and Plasma Cannons manned by Elites are among the first obstacles. The Covenant presence in this opening section is extensive. Your best bet is to methodically clear your way toward the foot of the Forerunner structure. Be on the lookout for Grunts leaping over sections of terrain to try and get the drop on you.

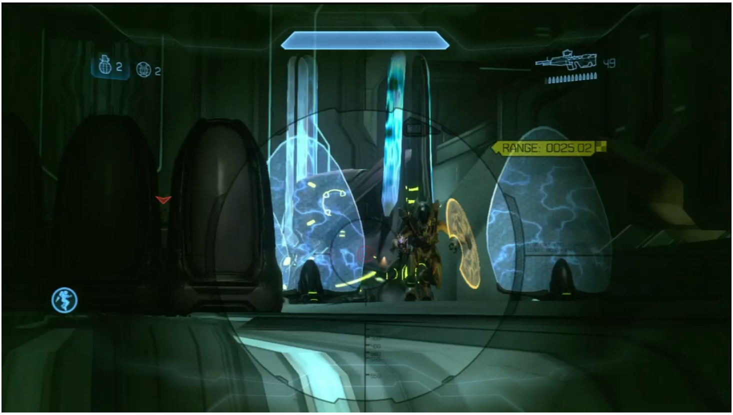




[2] Watch for Jackal Snipers on the mid-level of the structure as you close in on the ramps [3] [4]. The climb to the mid-level can be fairly treacherous. Don't advance blindly; make sure you're clear before climbing up the structure.

Objective Two: Eliminate Parg Vol





[5] Parg Vol will not go down easily, and neither will his loyal troops. The structure's top floor is filled wall to wall with Covenant. Watch out for Zealots using Active Camo to try rushing the ramp connecting to the mid-level.

2
2
INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
AUTHENT KEY A7783E919

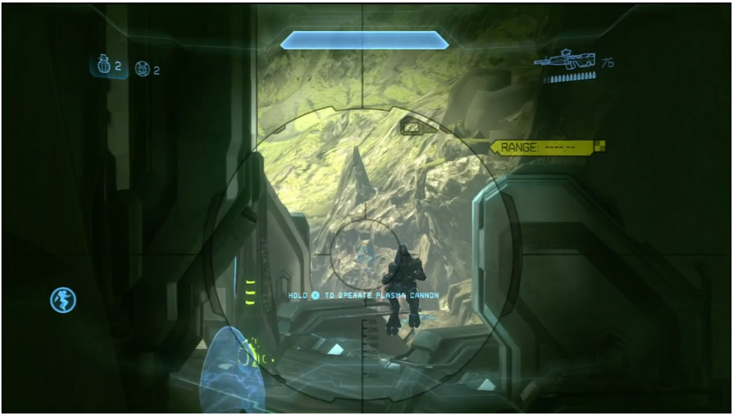
As with your previous visit to the Gate, the ramp leading to the top level is potentially a death trap. Do not rush in blindly! Use the ramp as makeshift cover and expose yourself for as little time as possible while you engage the enemy. Eventually, you will clear the area and eliminate Parg Vol.

Objectives Three and Four: Prepare for Invasion, Repel Covenant Forces

2
2
REPEL COVENANT FORCES
CURRENT OBJECTIVE
84
3X
RANGE: 0111.31

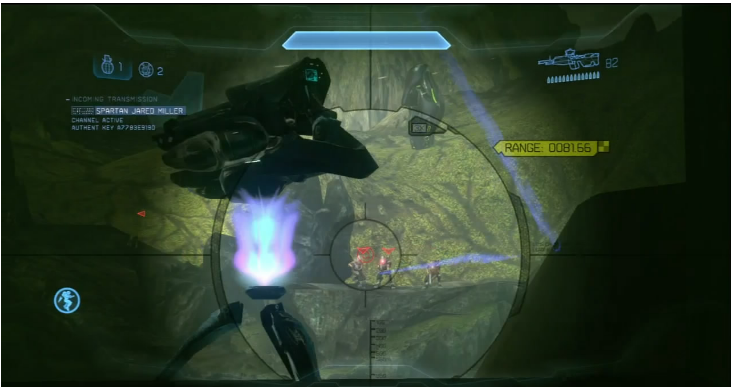
It's far from over. Make what preparations you can, then prepare to defend the structure's top level. You can find power weapons like the Beam Rifle among the weapon caches, and Covenant have dropped some Fuel Rod Cannons throughout this battle. Mounted Plasma Cannons can also be found overlooking the mid-level.

Covenant high command is not taking Parg Vol's death well. Dozens of Drop Pods are falling in the distance, with one deploying troops at the foot of the tower, and others still atop the cliffs that flank the structure. We recommend sticking to the structure's top level to funnel the attackers through the easily covered ramp.

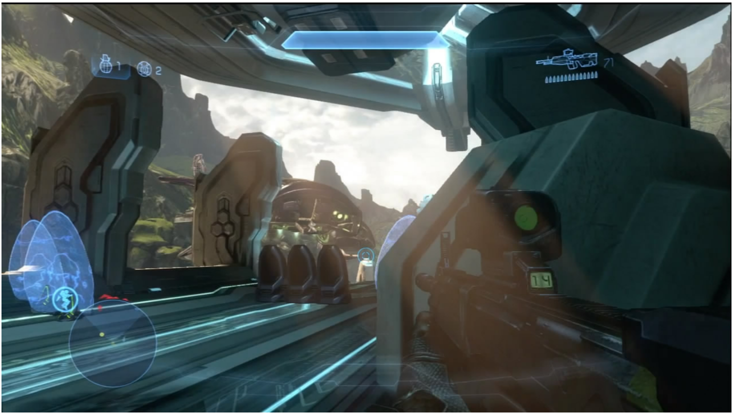


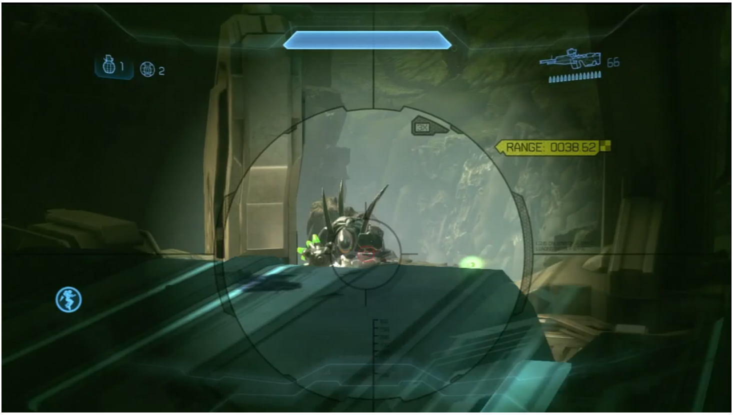
Not all Covenant will use the ramps! Elites, Jackals, and even Grunts can leap from the mid-level to the top level. To avoid getting flanked by this maneuver, keep your back to the far wall and find shelter using the various shield barriers the Covenant left behind.

If it seems like you've beaten back the Covenant, do not rush down the ramps to scavenge the lower areas. You can easily get trapped by a sudden deployment. Drop Pods continue to deploy troops at the ground level just at the foot of the structure [6].



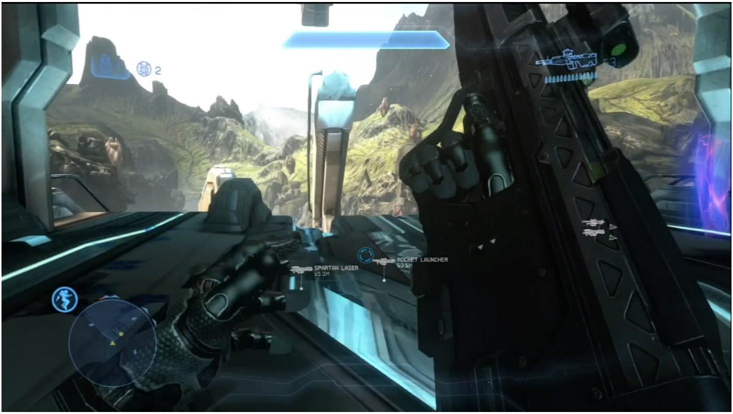
[7] A large group of Jackal Snipers has been deployed on the cliffs. They will be marked on your HUD one by one. These can really complicate things if you've been struggling to keep up with the other hostiles. Countersniping with a Beam Rifle can help drop them quickly without having to line up headshots as you would with the DMR, LightRifle, or Battle Rifle.

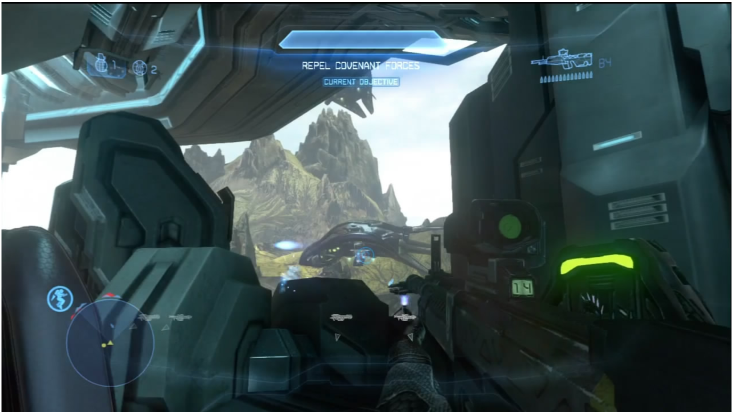




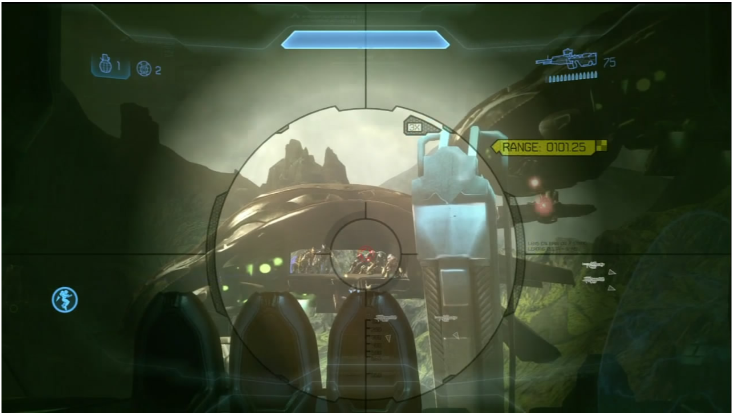
After you deal with the Snipers, a Phantom deploys four Hunters at the foot of the ramp leading to the top level. This is an exceedingly ugly complication to an already bad situation, but it is still manageable if you can get your hands on your own Fuel Rod Cannon.

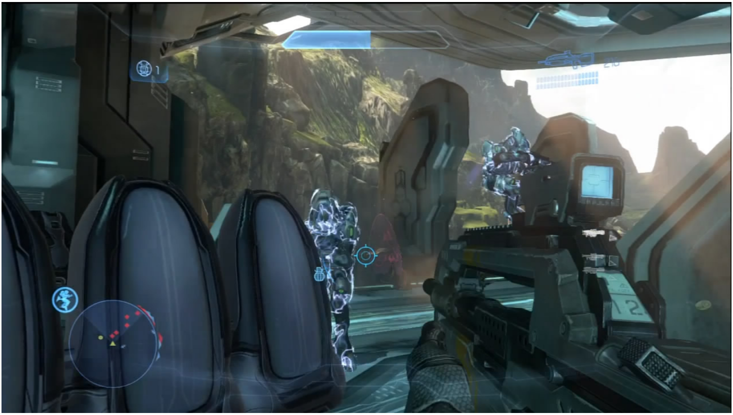
Objectives Five and Six: Prepare for Invasion, Repel Covenant Forces





[8] As you bring down the Hunters, you receive word of yet another massive inbound force. Commander Palmer calls in an ordnance drop that includes Rocket Launchers and Spartan Lasers. If you get a chance to make a break for them, try to get those weapons back to the top level of the structure to help with the next assault.





The next waves of Covenant arrive entirely by Phantom shortly after the ordnance drop, and the action gets a little hectic. Your best bet for survival remains staying on the structure's top level and dealing with the enemy as they funnel up the ramp into your guns. However, the Phantoms don't just drop the troops off and leave; they stick around to provide close air support. If you have a Fuel Rod Cannon or Rocket Launcher, you can defang them by blowing off their turrets, but you might be too busy dealing with the Covenant troops and staying on the move to do this.

SPARTAN SARAH PALMER
84
14

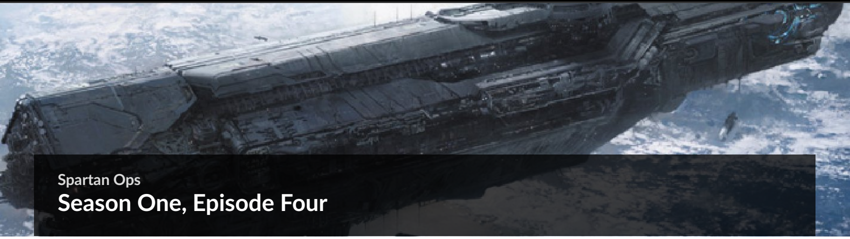
Weather out this storm until you receive word that air support will eliminate the Phantoms. Drop off the top of the structure and use the section underneath it on the mid-level for cover as you wait for the ensuing explosions and the all-clear.

Objective Seven: Evac

EVAC
CURRENT OBJECTIVE
OBJECTIVE
84
14

[9] The Covenant have thrown their best at you to avenge Parg Vol, and after being weighed and measured with copious amounts of gunfire, they have been found wanting. This is a good day for the UNSC on Requiem. Reach the marked LZ and get out of the area before the Covenant decide they want revenge for their troops who died trying to avenge Vol.

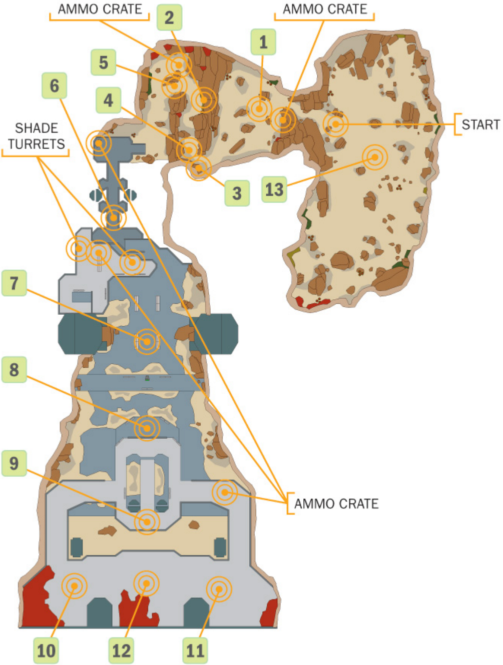
PRIMA GAMES



Spartan Ops

Season One, Episode Four

Chapter One: Hairy Call



Jul ’Mdama’s Covenant splinter faction have finally struck back at the Spartans for the loss of Parg Vol. Commander Palmer will not leave this unanswered. To eliminate this high-value target, the Spartans must first try to locate him. Intelligence suggests that the Covenant are using a network on Requiem to communicate in secret. Palmer wants Fireteam Crimson to get access to this network to help find Jul.

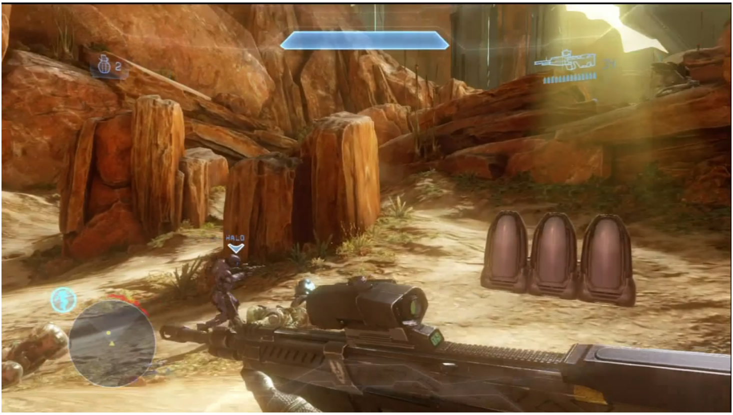
The Covenant have fortified this canyon with several Shade Turrets, making it difficult to climb up to the facility to tap the Comm Array. However, you need only activate the array, then fall back to the evac point. Of course, don’t expect the Covenant to give up simply because you achieved your primary objective.

Map Location: Sniper Alley

Recommended Loadout

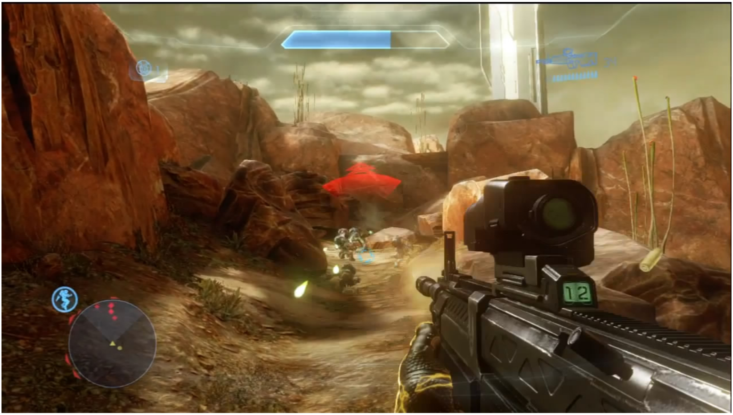
There's no excuse to not use a Designated Marksman Rifle (DMR) or Battle Rifle for this mission, as there are many UNSC ammo crates located throughout the map that will keep these weapons loaded. A Jet Pack is definitely recommended for this mission, as it can help you maintain the positional advantage on the enemy, either when you are infiltrating the facility or trying to retreat from it.

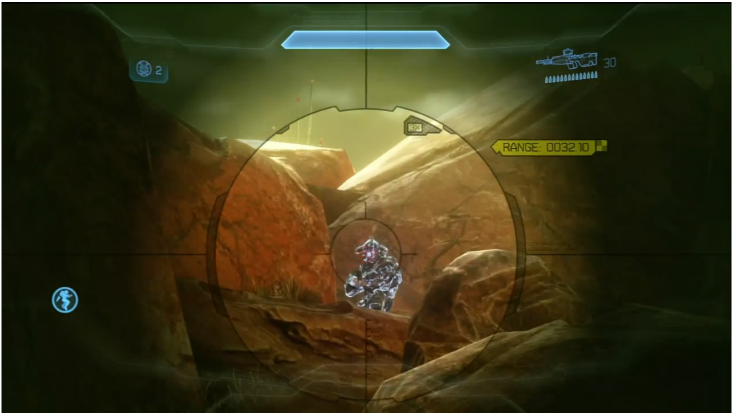
Objective One: Clear Out Covenant



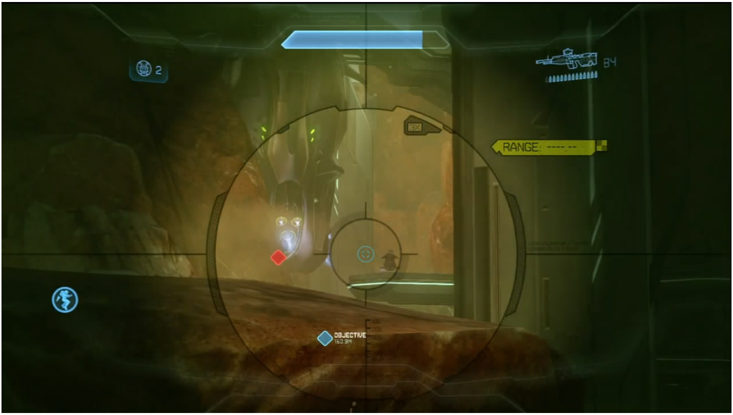
[1] The Pelican deploys you at the entrance to Sniper Alley. After a pep talk from Palmer, your first objective and waypoint are

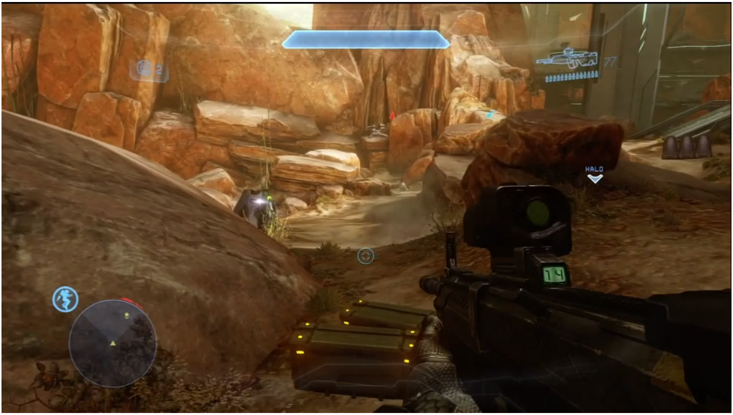
marked on the HUD. The narrow path you start on opens up immediately into an ambush of Grunts, with a Shade Turret covering the whole area [2]. The turret is manned by an Elite, which means you'll have to put in some effort to eliminate him. A second Shade Turret [3] is set fairly close to the first, but the terrain blocks it from immediately hosing you down as you enter the area. Use that to your advantage as you eliminate the other Covenant in the zone.



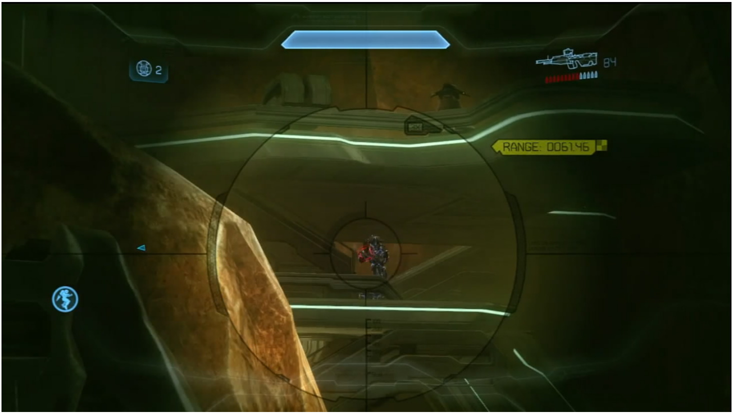


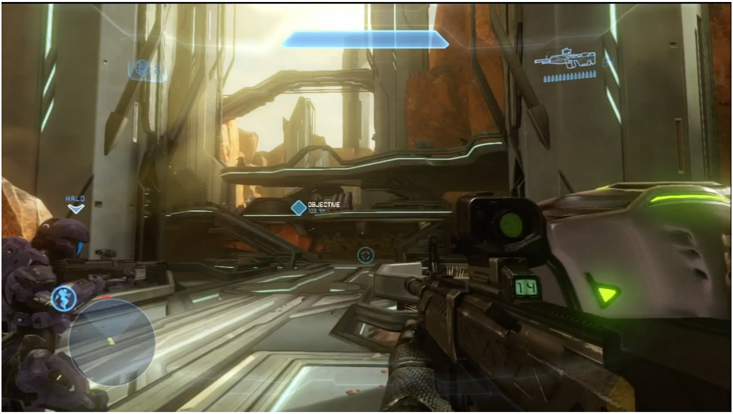
[4] The next path that the initial Covenant force protected is filled with Grunts. Ambitious Elites will often use the rocks on the left to provide overwatch to their minions. If this happens, use the terrain to protect yourself against the Grunts while you focus on killing or driving off the Elites.



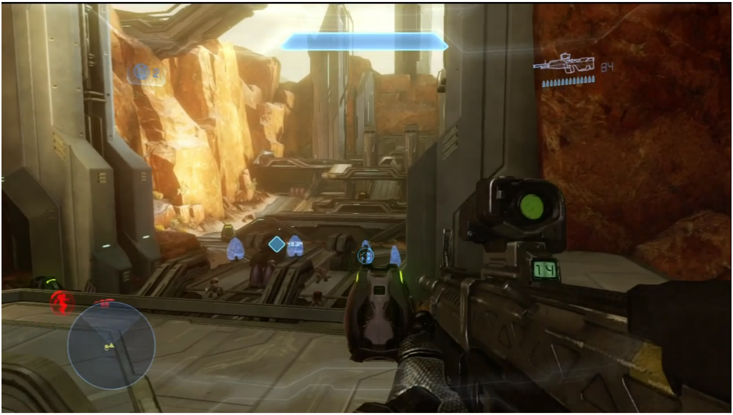


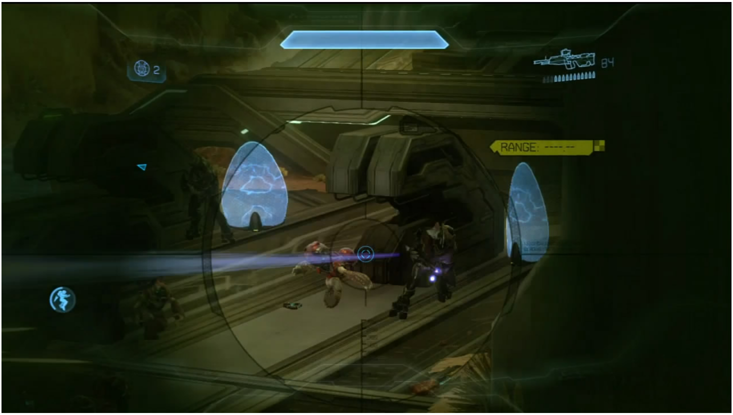
[5] You can save yourself some trouble at this point and snipe the Shade Turret gunners on the other side of the bridge. A UNSC ammo crate is located near this sniping position as well. Behind the Shade Turrets, you may also catch a glimpse of a Drop Pod deploying reinforcements.



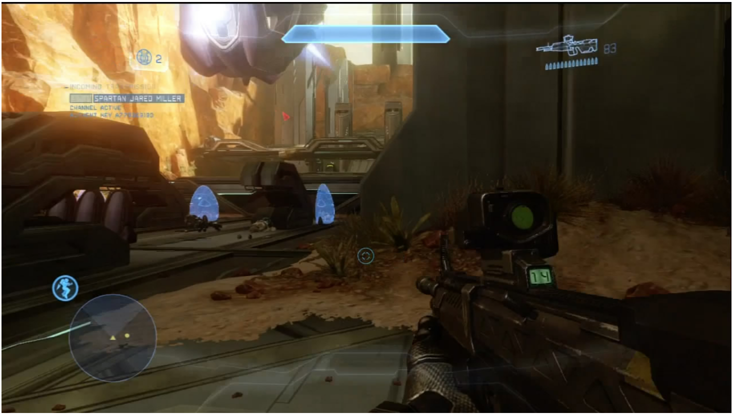


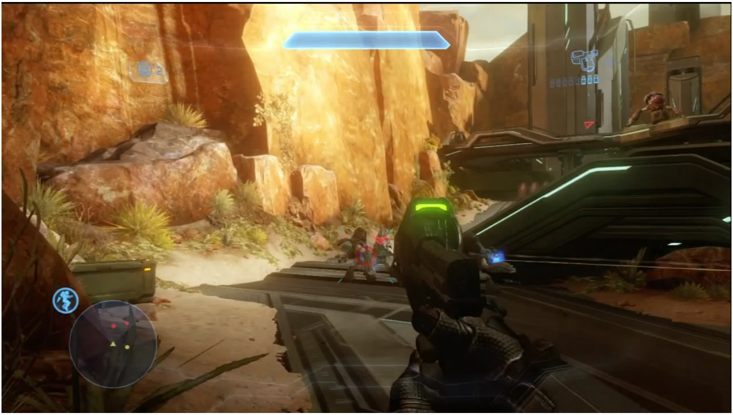
[6] At the bridge, you might see Elites infesting the platforms underneath the Shade Turrets. Crossing the bridge while they are still alive is dangerous. Make sure they're no longer a factor before you cross. Another UNSC ammo crate is located next to this marked position.





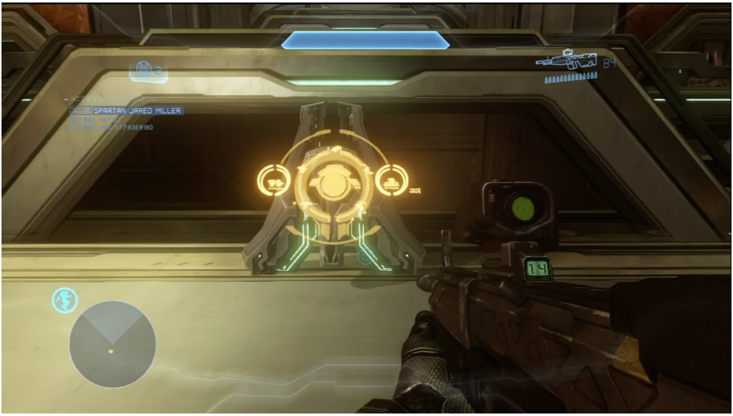
[7] Beyond the bridge guards, the Covenant left by the Drop Pods are holding their positions. Use the elevated platforms of the Shade Turrets to engage them in relative safety. The Jet Pack is immensely useful for gaining positional advantage throughout this mission. Shortly after you take out this group, another Drop Pod deploys more reinforcement in their place. Stick to the platform next to the Shade Turrets. If you're using UNSC weapons, there is another ammo crate between both turrets to keep your guns topped off. Expect more Elites among this group. More Covenant are deployed farther into the facility [8].



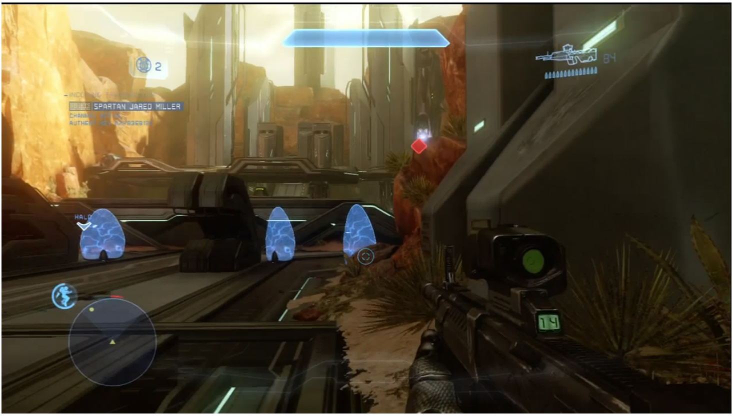


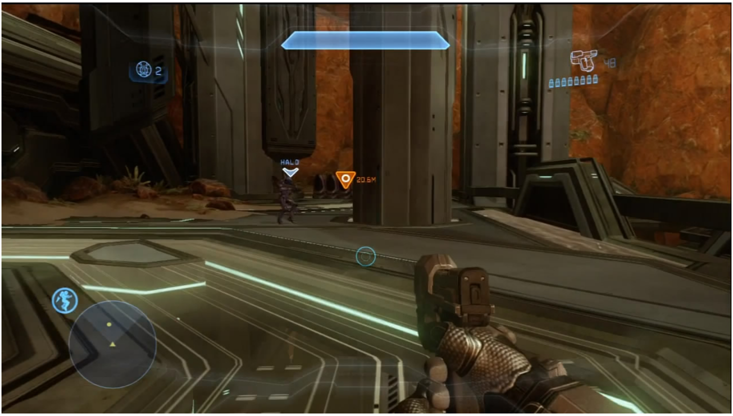
Eventually, you'll whittle down the enemy numbers enough that stragglers will be marked on your HUD. You're almost done with the first objective!

Objective Two: Access Comm Array



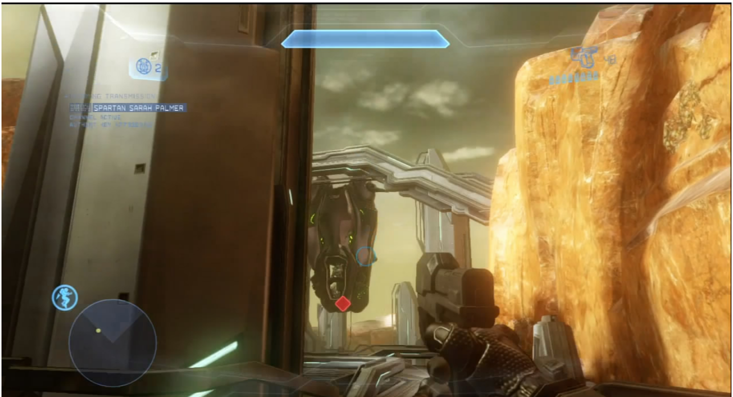
[9] At the top of this ramp, you can tap into the Comm Array the Covenant is using.

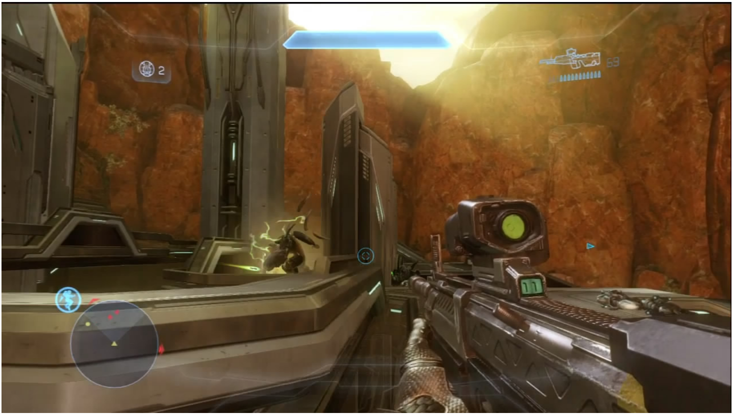




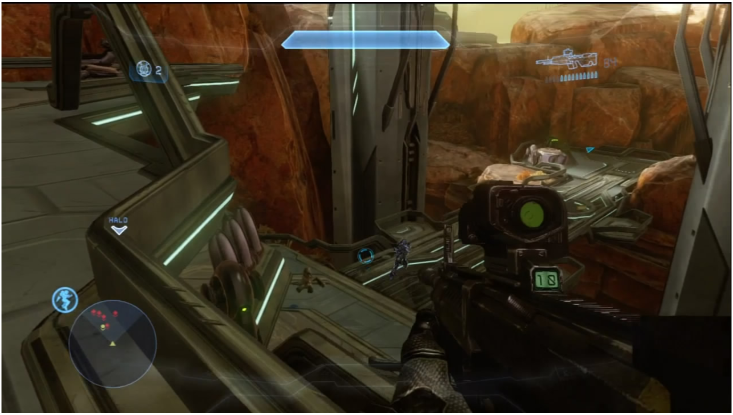
This triggers another Drop Pod deployment of troops [10] [11] more than willing to stand between you and the next panel that must be activated. It's a very tough fight if you stick to the upper levels of the facility next to the actual drop points. Play it safe, get some good distance between you and the enemy, and let them come to you. Once you clear the way to the second control panel [12], activate that panel to tap into the Comm Array. The job's done, and you just need to get back to the extraction point. By now, you probably know that this isn't going to be a peaceful stroll to safety.

Objective Three: Get to Extraction Point

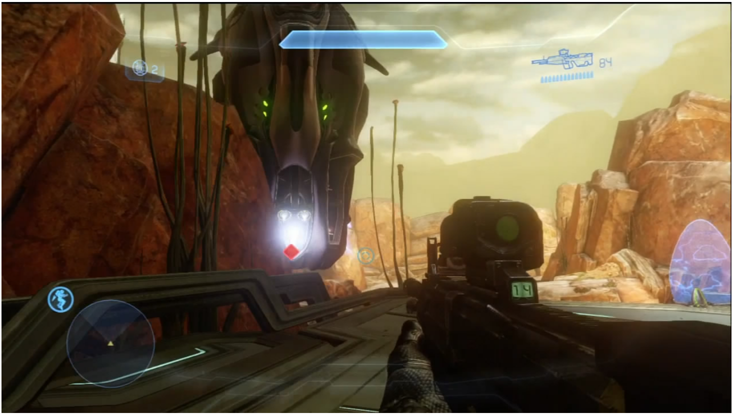


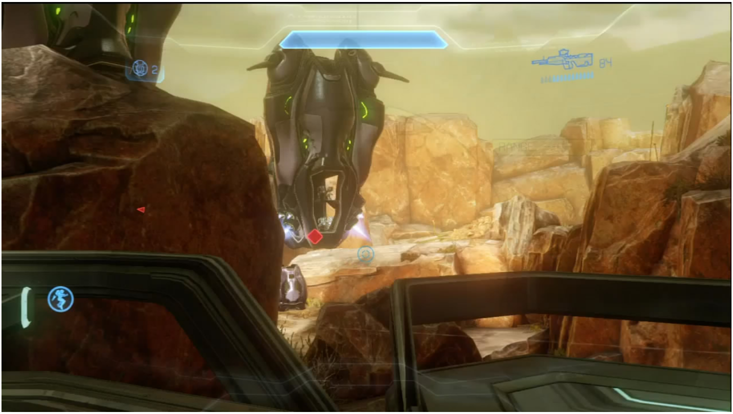


More Covenant arrive via Drop Pod at point [7], and shortly afterward a Phantom passes over that deployment, adding its own troops to the fray. Of great concern should be the Hunters it deploys near the control panels you had to access.



The Drop Pod troops fall back toward the bridge while you deal with the Hunters.



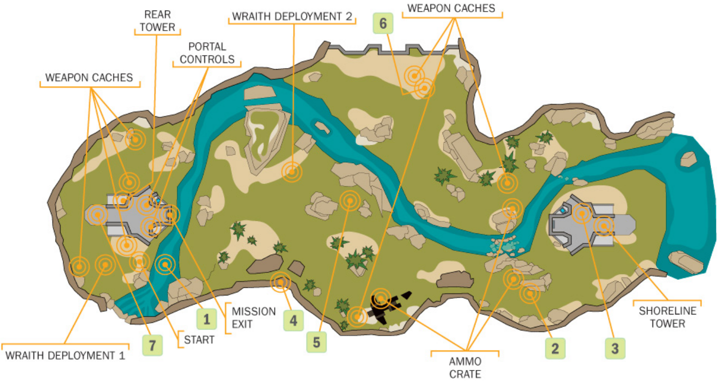


After crossing the bridge, a Drop Pod deploys Covenant near point [5]. Another pod drops off a squad close to [4]. These groups contain Jackal Snipers, and on higher difficulties there's a good chance they'll be packing Beam Rifles. Do not use Shade Turrets to engage these hostiles unless you are playing with a very coordinated team that is keeping the heat off you. Even then, the Covenant tend to prioritize weapon emplacements and their gunners, so it's not a safe bet to make.

[13] The extraction point is inside the valley behind the mission start location. Drop Pods and Phantoms will steadily arrive and drop off their troops throughout this final battle. The Covenant's newfound ability to evade UNSC surveillance means that you will have to make sure the area is clear of hostiles before a Pelican is committed to rescuing your squad. Remember, you don't have to actually run into the valley to engage the Covenant. You've cleared out the elevated areas that have many perches overlooking the entire valley. Take advantage of this and try to pick Covenant off from higher elevations. If you are getting overwhelmed, you can always fall farther back toward the bridge and use the terrain to funnel the enemy into prepared kill zones.

Eventually, the enemy gives up on their pursuit of Fireteam Crimson, and the evac Pelican arrives shortly afterward.

Chapter Two: Rally Point



Tapping into the Comm Array has already paid off. Jul 'Mdama has been found at a Forerunner tower near the coast of an island. You've also found several other concentrations of Covenant troops at various other facilities. Every Spartan fireteam has been put into action to handle this operation, and Fireteam Crimson has been given the honor of being deployed at the facility where Jul is located.

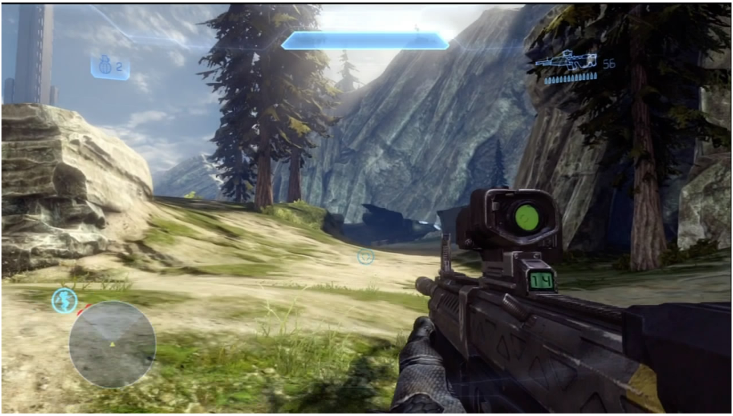
This is a very straightforward yet combat-heavy operation. From your insertion point, push toward the designated shoreline tower, eliminating all hostiles in your path. After confirming whether Jul is inside the tower, you're directed toward the rear tower, which will trigger a combined Covenant/Promethean counterattack.

Map Location: Two Giants

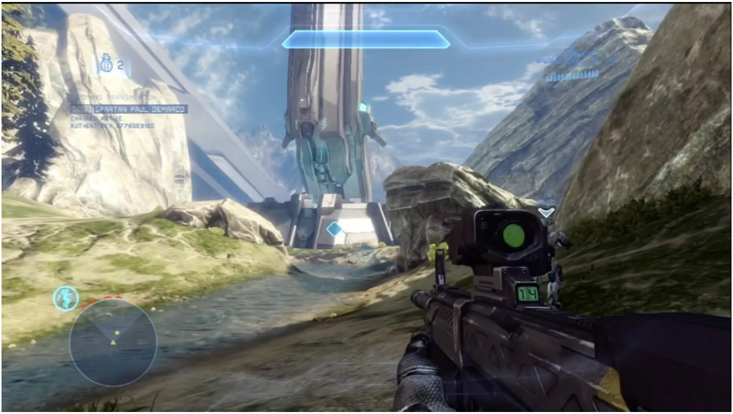
Recommended Loadout

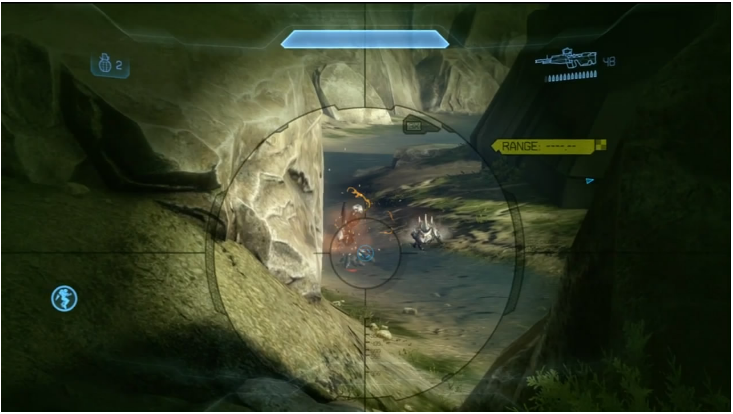
There's several Warthogs available throughout the whole map, but their usefulness is debatable. The Promethean forces present include Crawler Snipes and Knight Lancers, both of which can wield the fearsome Binary Rifle. On higher difficulties, they are very capable of sniping drivers, passengers, and gunners out of a moving Warthog. If you have four players, this strategy might work better, since you can divide hostile attention. There are numerous UNSC weapon caches available throughout the map, so the staple Battle Rifle or DMR remain your go-to guns. However, try to secure a Binary Rifle, if only to make sure the Watchers that are present throughout the mission go down the moment you target them.

Objective One: Investigate Base

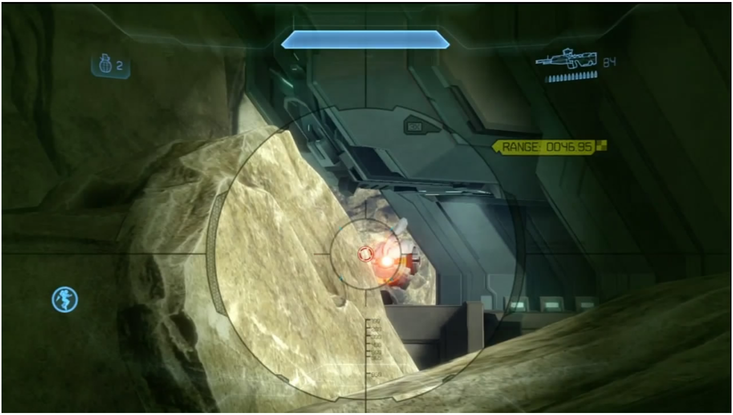


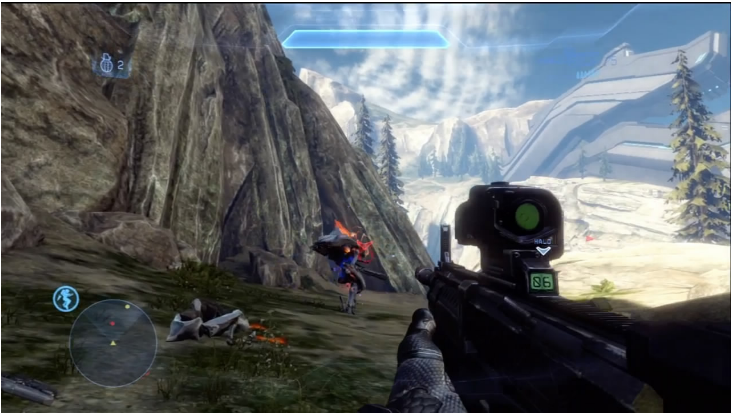
[1] You're dropped off at the rear tower with no resistance. You can commandeer the local Warthogs or advance on the shoreline tower on foot. Note that the rear tower has two Machine Guns that you can tear from their mounts and take into the fight.





As you close in on the shoreline tower, Prometheans—a cavalcade of Knights, Crawlers, and Watchers—begin teleporting into its vicinity. Immediately take out the Crawlers on the tower; they could possibly be armed with Binary Rifles. Watchers will also construct beam cannons on the tower if you allow them to. If you use the rocks at [2], you can defend against sniping attempts and deal with Prometheans as they rush toward you from the shore.

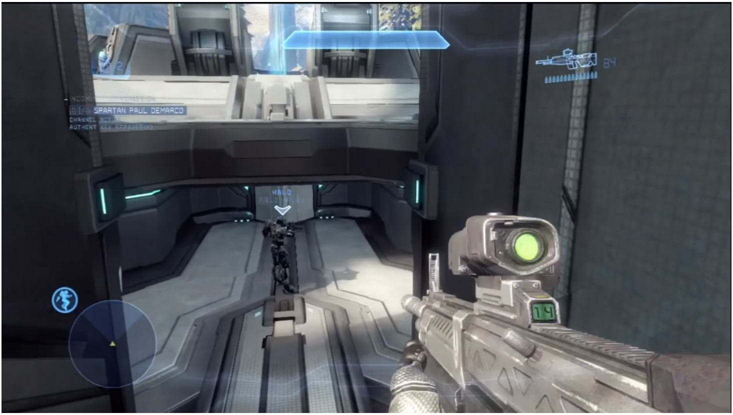


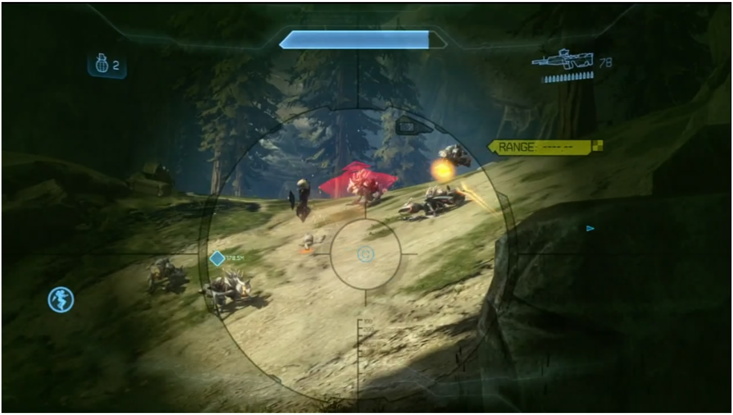


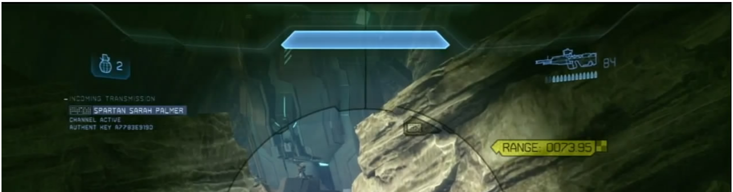
The Knights lose some of their threat when you cull the local Watcher population, but be wary of Knight Lancers with their own Binary Rifles manning the tower. Knight Battlewagons, armed with their Scattershots, are also among the horde of hostiles. They will always try to get into optimal range for those weapons, so make sure you keep them at a safe distance.

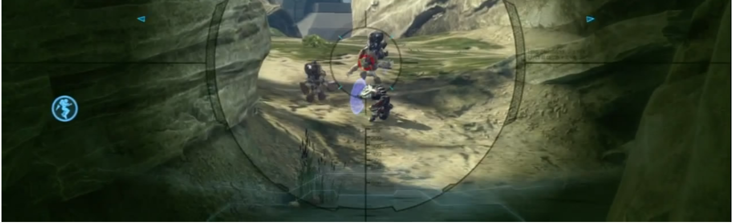
After destroying a certain amount of Prometheans, the last few will be marked on your HUD. Finish them off, then enter the tower and search for Jul.

Objectives Two and Three: Investigate Rear Tower and Defend Rear Tower



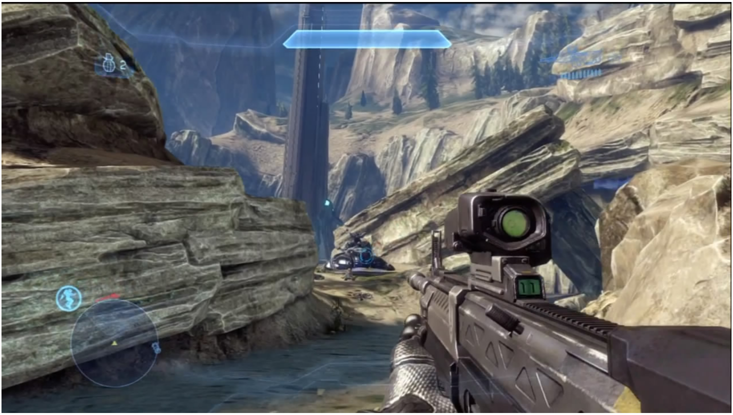




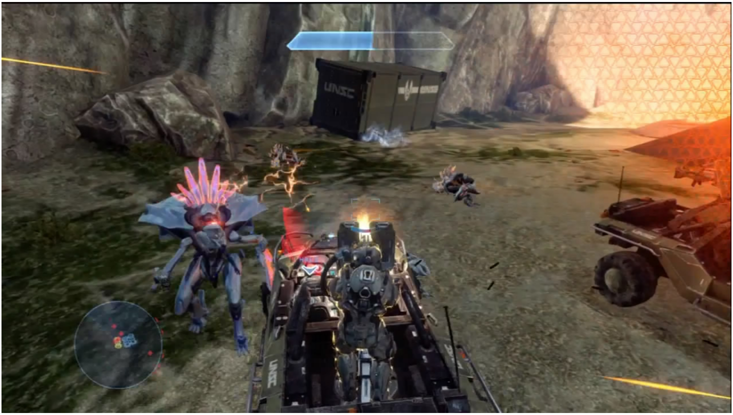


[3] Of course, Jul has already vanished from the facility, and your only reward is a significant counterattack from a mass of Crawlers, Watchers flying in from the flanking cliffs [4], and Knights holding the midfield [5]. We recommend sticking to the shoreline tower and using it for cover while letting the enemy come to you. Once the assault begins, don't go into the tower's lower level; it's possible to get pinned down in this location if you can't kill the enemy quickly enough. If you're playing with teammates, call out any Binary Rifle–using hostiles, and call out when they've been destroyed.

As you draw close to the rear tower, a Phantom deploys Covenant at the midfield, marking the start of the next phase of this mission.



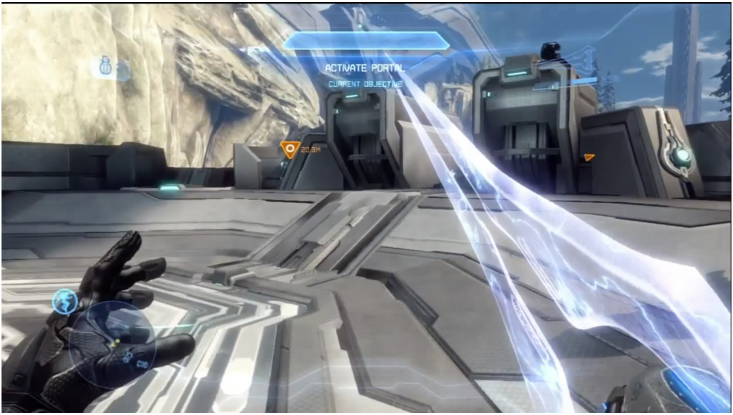
With the initial assault over, you can start moving toward the rear tower. Covenant and Prometheans begin landing near the rear tower and at the midfield, and your new orders are to defend it from them. Of concern is a Wraith at the rear tower. You can use Warthogs located close to the midfield [6] to try and deal with it. Be mindful of the gunner manning its Plasma Cannon, though.



As you get closer to the rear tower, more Prometheans teleport into the area. If you insist on fighting your way through the enemy on foot, proceed with caution to ensure you're not under threat of being flanked or sniped. If you take a Warthog and have a gunner handy, you *must* keep moving, particularly on high difficulties. A point-blank Scattershot blast, even on a Warthog, can be devastating to the occupants.

After you wipe out the Prometheans, the Covenant deploy another Wraith to the midfield, and another Phantom lands troops near the tower. Destroy or take the Wraith, then wipe out the Covenant troops. Once the area is cleared of hostiles, the combat portion of this mission is over.

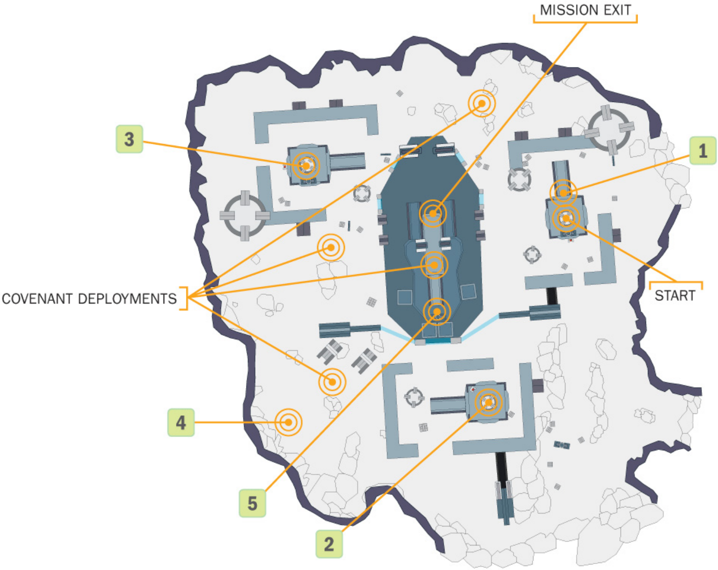
Objectives Four and Five: Activate Portal, Enter Portal



2
INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE

[7] It becomes apparent that the towers are a part of a portal network that spans all of Requiem. Commander Palmer wants Fireteam Crimson to activate a portal, then follow it through to the other side to see what lies in wait. It's far from the safest plan, but orders are orders. Activate the two designated consoles, then use the newly activated launchpad to fling yourself into the portal to complete the mission.

Chapter Three: Random Transport



Fireteam Crimson disappeared from the *Infinity* 's sensors the moment they traveled through the portal at the end of the previous mission. They fall into the lap of a Covenant strike force protecting a mountaintop Forerunner facility and are almost completely cut off from the *Infinity* 'ssupport.

The tower constructs that dominate both ends of this zone are valuable to the Covenant: This is the single largest deployment of Elites and Hunters you've faced yet. After securing Mountain Squad's crash site, join these Spartans in taking the fight to the Covenant. After disabling a local comm jammer, the Spartans must investigate one of the Forerunner towers and fight off any Covenant that attempt to interfere.

Map Location: Fortress

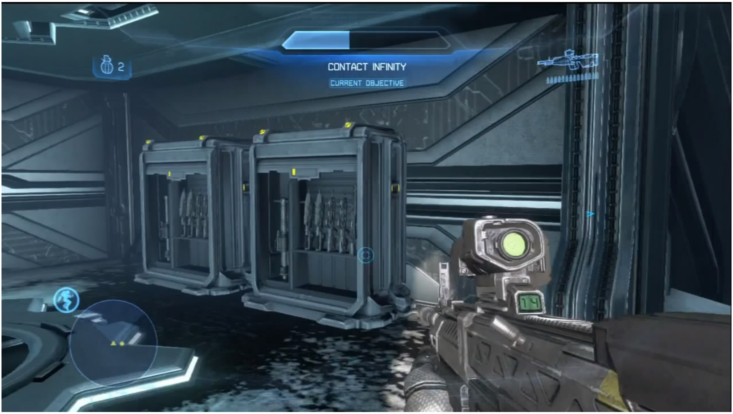
Recommended Loadout

The portal starts you off in immediate contact with the enemy at one of three substations surrounding a central tower. If you have a Boltshot or Plasma Pistol in your loadouts, these make good close-quarters weapons against Elites, clearing out their shields to allow for follow-up headshots. The Jet Pack is a useful armor ability to bring to the fight and will give you the elevation advantage on the enemy. A Hologram or Auto Sentry can make good distractions while setting up flanking maneuvers.

Objective One: Contact Infinity

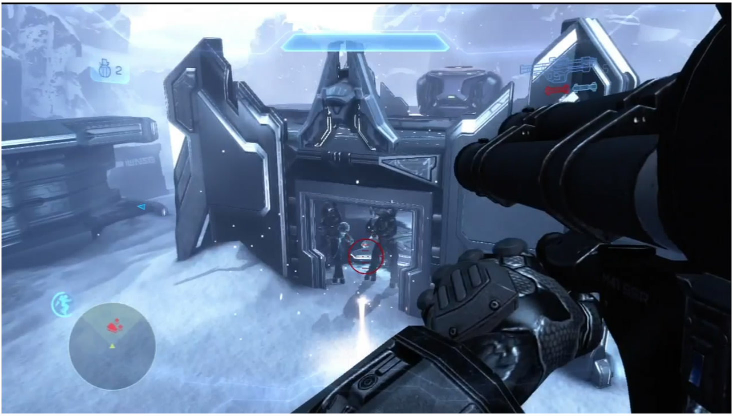
2
6
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A77B3E9190
RANGE: 0035.39

[1] As soon as you select your loadout to start the mission, you are unceremoniously dumped atop one of the substations surrounding the central tower and are surrounded by Jackals, Grunts, and Elites. You have seconds at best to immediately get away from the enemy and reach a safer position, preferably behind one of the nearby walls. Once you've gotten your bearings, proceed with eliminating hostile resistance. Garbled radio chatter from your allies aboard the *Infinity* eventually reveals that they've located your team's Identification Friend/Foe (IFF) tags. Eventually, a waypoint is marked on your HUD, indicating where you must go to directly contact the *Infinity* .

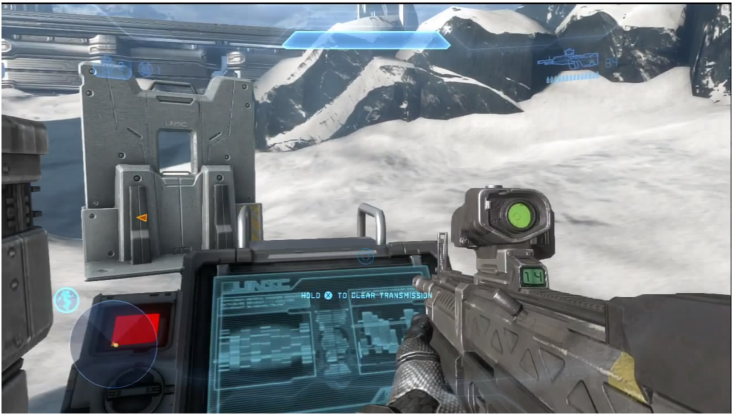


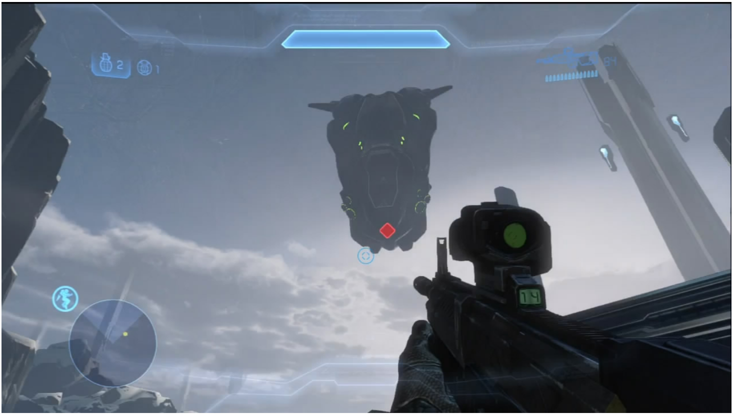
After clearing the initial enemy resistance, check underneath the substation you landed on for a sizeable UNSC weapons cache that includes Battle Rifles, Assault Rifles, and even a Rocket Launcher. You're probably going to need these very soon. Before you head off to the waypoint, do a little exploration.

[2] Several Grunts have sealed themselves in at this substation, and as you get close, they blast open the barricades to try ambushing you. Among these assailants is a lone Hunter. The Rocket Launcher from the first substation can make short work of these aliens. This substation, like the other pair, contains a UNSC weapons cache.



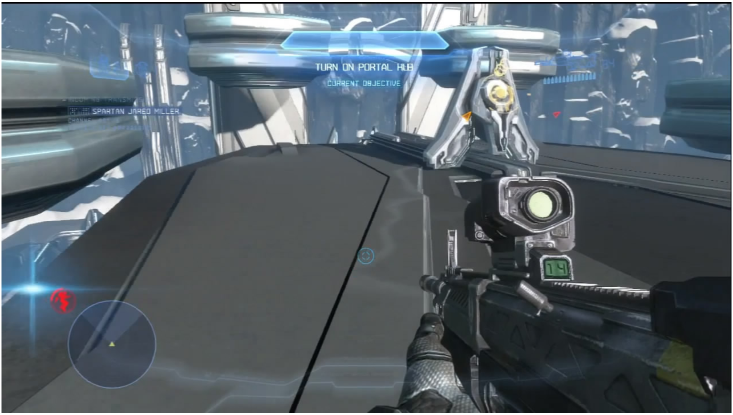
[3] The third substation contains another ambush. This time there are Elites in the group, along with the second Hunter. End them with rockets, then restock at the weapons cache as needed. It helps to clear these ambushes out first; you don't want unpleasant surprises later in the mission.



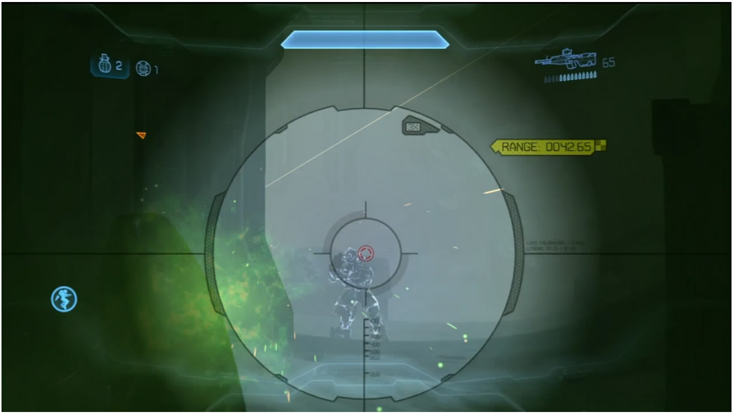


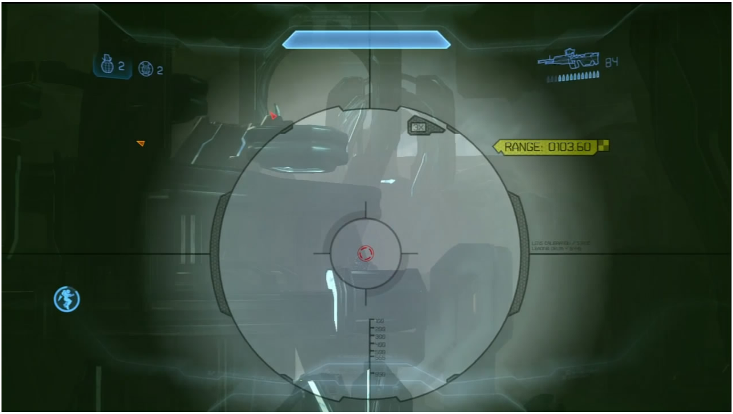
[4] The waypoint is located at a small UNSC station adjacent to substations [2] and [3]. It also contains another weapons cache at which to restock. Not long after you make contact with the *Infinity* , a Drop Pod deploys a squad of Covenant right next to the comm station. After you kill them, the *Infinity* 's AI, Roland, will place a new waypoint at the top of the central structure as Drop Pods begin falling all throughout the facility.

Objective Two: Turn on Portal Hub

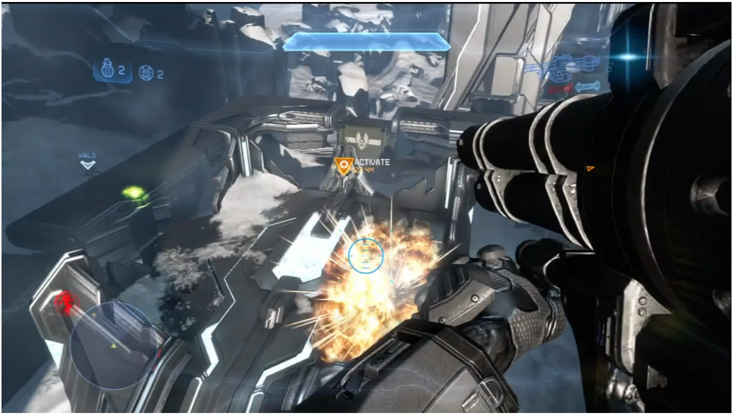


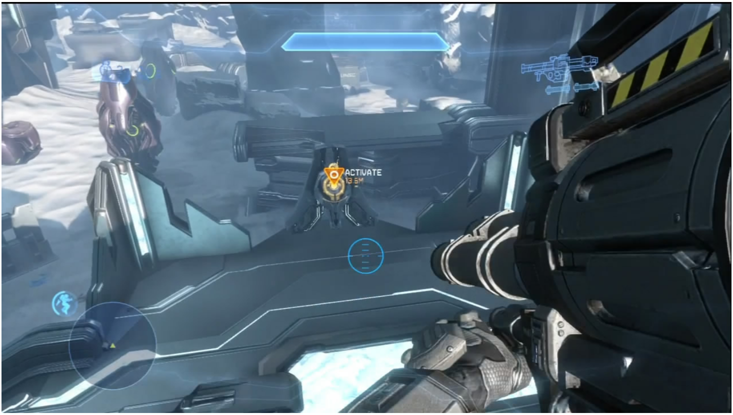
[5] If you have a Jet Pack, your next objective will be easy. Reach the top of the central structure to locate the controls that will activate the local portal hub. Of course, if you don't have a Jet Pack, you'll have to fight your way past the newly arrived Covenant delivered via Drop Pod. Expect many high-ranking Elites to be a part of this group. It's worth taking the time to eliminate the enemies first; the XP benefits are hard to pass up if you're still trying to increase your Spartan Rank.





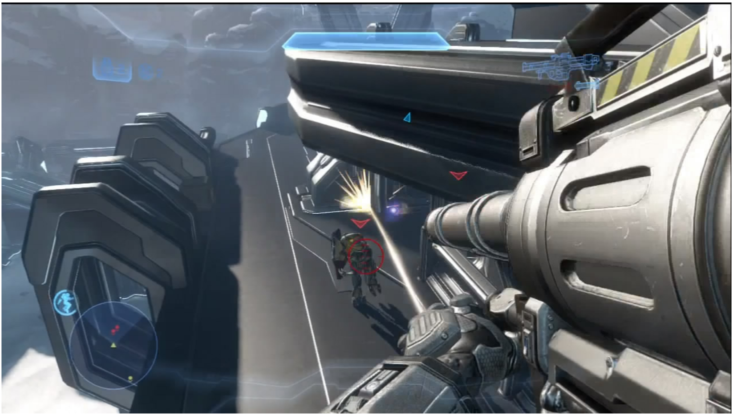
If you concentrate on eliminating the initial round of Covenant, another Drop Pod will deploy more hostiles onto the central structure. In this case it's best to use the terrain behind substation [2] and engage the enemy from afar. The relatively tight quarters of the tower means that Elites armed with Concussion Rifles or Fuel Rod Cannons can be very grave threats, even if you use the Plasma Pistol to tear down their shields and follow up with a headshot. Be prepared for Jackal Snipers to be among this group.

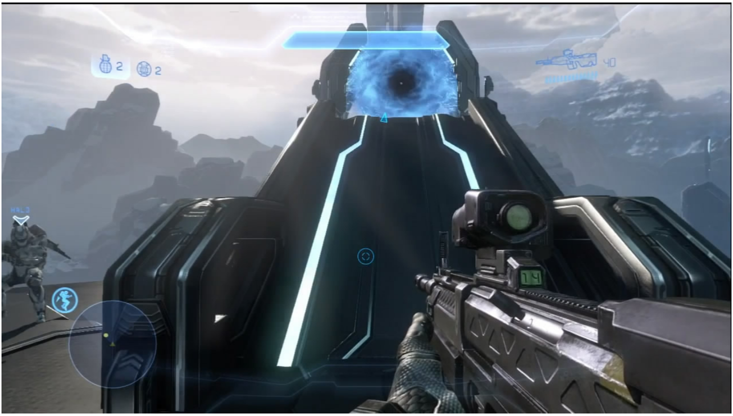




Accessing the console atop the central structure triggers two more consoles that you must access, found atop substations [1] and [3]. Another host of Covenant swarm into the areas near the consoles to protect them. At higher difficulties, expect Elite Zealots to be among these groups. If you still have Rocket Launcher ammo, this is a good time to use a few well-placed shots. Once you activate both consoles, the spires around the central tower configure themselves to begin generating a portal.

Objectives Three and Four: Eliminate Hostiles, Move to Portal

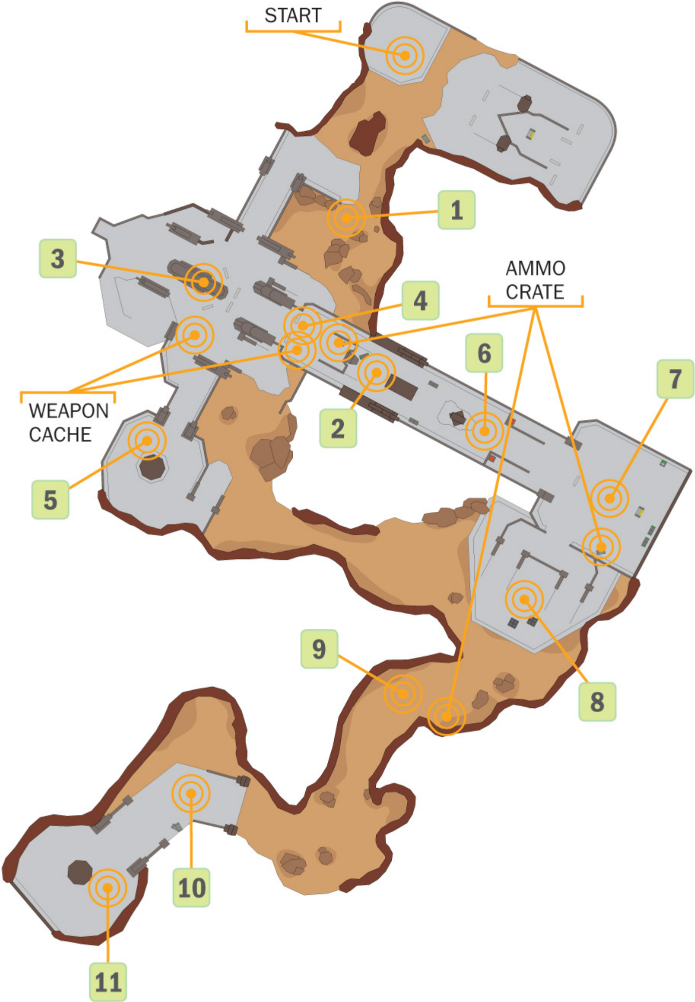




The Covenant aren't done yet. Drop Pods filled with Elites and other Covenant descend all over the facility, including another pod deploying troops directly onto the central structure. You can try to wipe them out while standing your ground on the top level, or you can retreat to a safe position and duel the enemy from afar. Any rockets you may have left can be put to good use if you let the enemy gather on the tower. On lower difficulties, you can eliminate large swaths of Covenant with one or two rockets.

After you've depleted the enemy numbers, a final waypoint appears atop the central structure, a newly formed portal that is marked on your HUD. This is turning into the longest day for Fireteam Crimson, and things will likely not be any safer on the portal's other side.

Chapter Four: The Chase



By now, Jul 'Mdama is aware that a rampaging Spartan fireteam is pursuing him through Requiem's portal network, and it is responsible for tearing his forces three new orifices across three different operations, twice without support from their allies. He has wisely decided to continue fleeing, and the Spartans will have to contend with more fanatical defenders to get their hands on him.

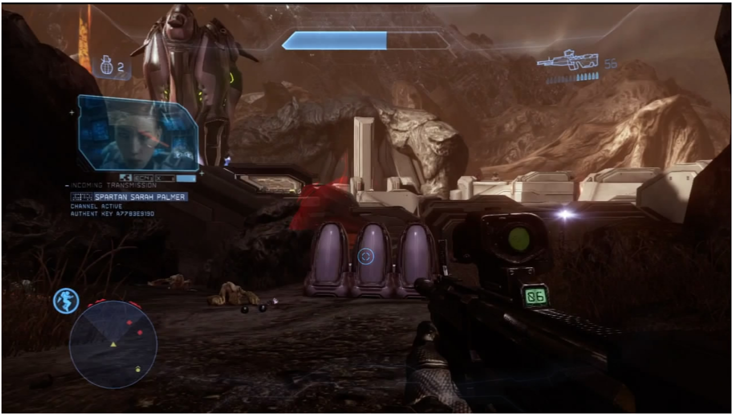
This mission is called "The Chase" for a good reason. You are trying to run down Jul, and he has left layers of defenses in his wake. Shortly after entering the facility, you need to find a way to bypass a large security door while holding off enemy reinforcements. Once the security door is down, it's almost constant combat through prepared defenses while you try to claw your way to Jul's hiding spot.

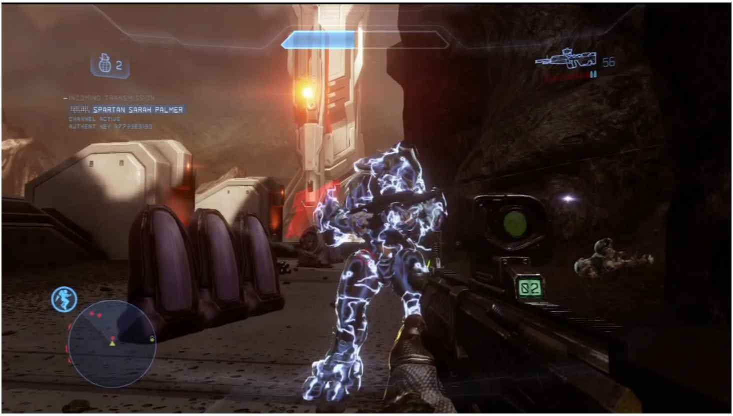
Map Location: The Cauldron

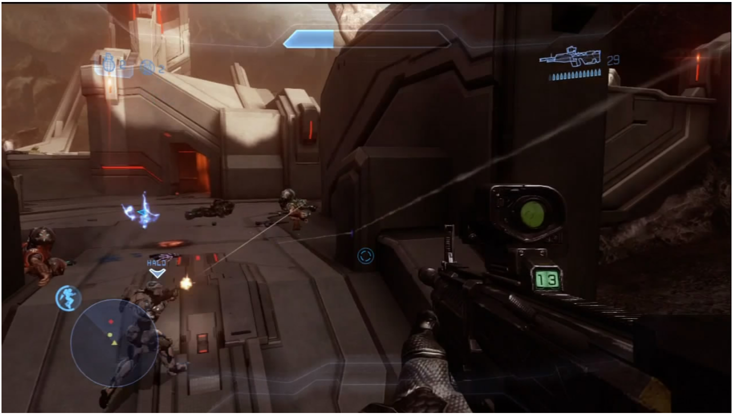
Recommended Loadout

The Jet Pack is probably the best complement to any rifle you choose for your primary weapon, though it isn't a bad idea to take a Needler or a plasma-based weapon, along with the Ammo upgrade. You face many Elites during this mission, and you will want to deal with them quickly. There are a few moments when you are forced to make a stand at a particular location, so the Hardlight Shield or the Regeneration Field armor abilities may also come in handy.

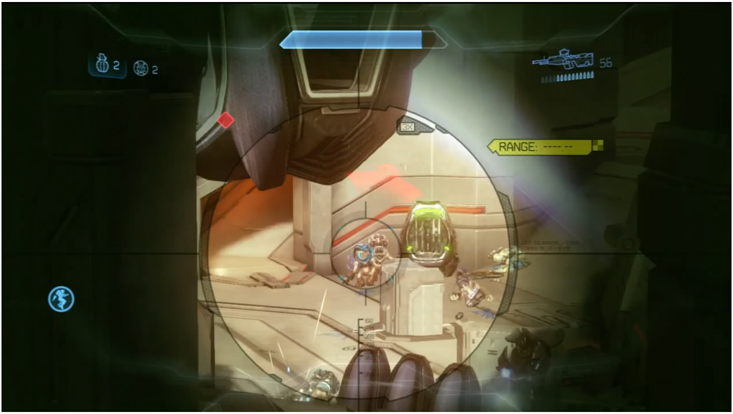
Objective One: Follow Jul 'Mdama





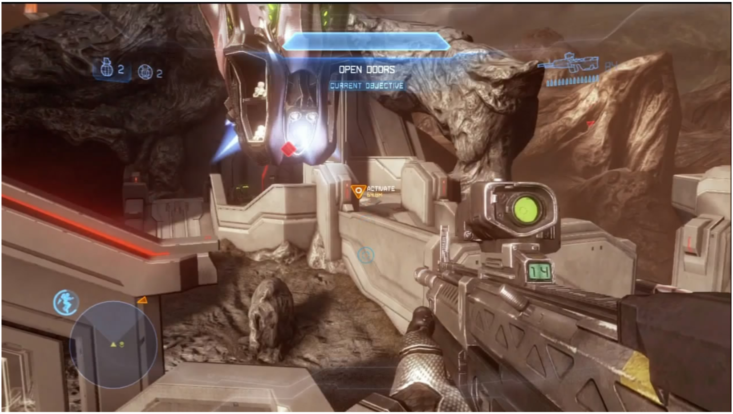


[1] As with the previous mission, the portal has you landing in a new location once again ready to fight. A short distance from your landing point, several Covenant are already in position in hopes of stymieing your advance. If you're patient at the ramp leading to the first cluster of hostiles, the enemy will expose themselves atop the ramp to shoot at you, making them vulnerable to your counterfire.

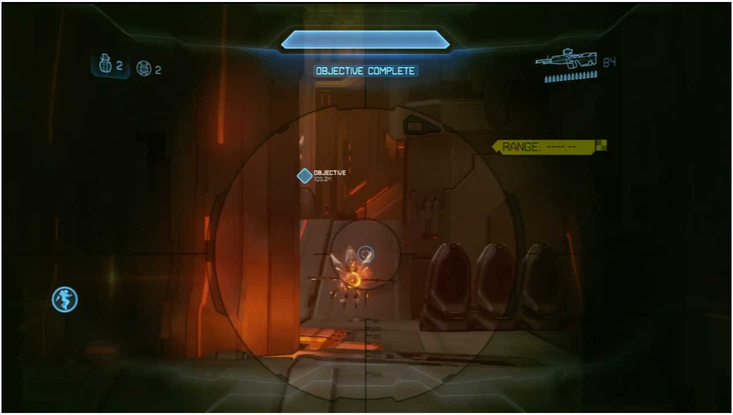


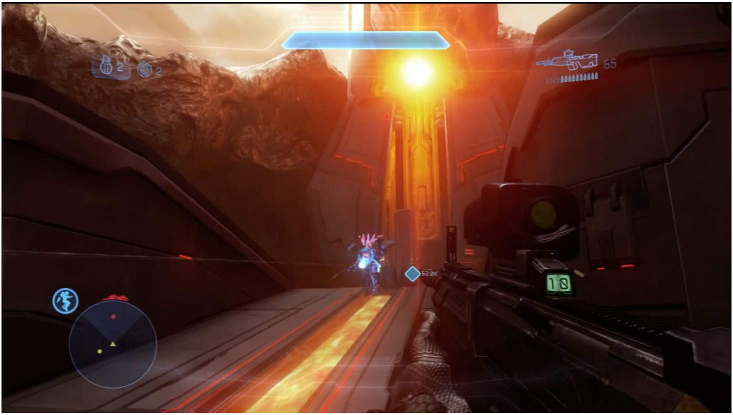
[2] The waypoint to reach Jul takes you to a set of locked doors. While you wait for the *Infinity* 's support team to find a way through the doors, four Drop Pods deploy another Covenant force to try stopping you [3]. Stick to the elevated position between the locked doors and the enemy deployment zones [4] and wipe them out. Eventually, the control panels you need to access are marked on your HUD.

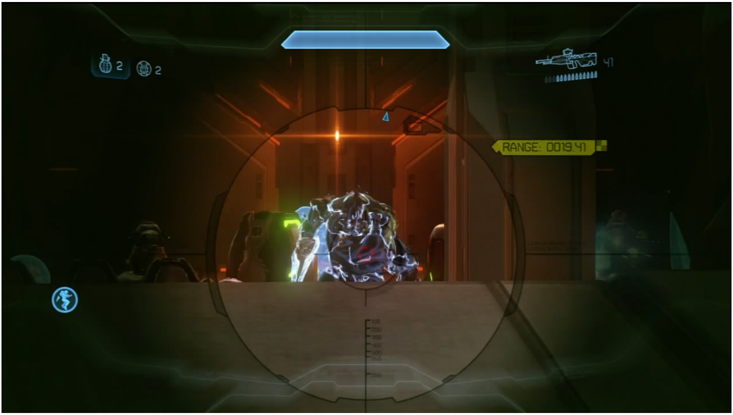
Objectives Two and Three: Open Doors, Follow Jul ’Mdama



More Drop Pods deploy Covenant at points [1] and [5], flanking position [4]. These enemies will quickly move to block you from accessing the designated control panels. Once you've wiped out the hostiles and triggered both controls, you can push through the unlocked doors.



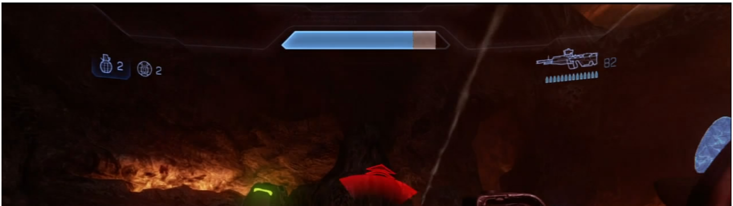


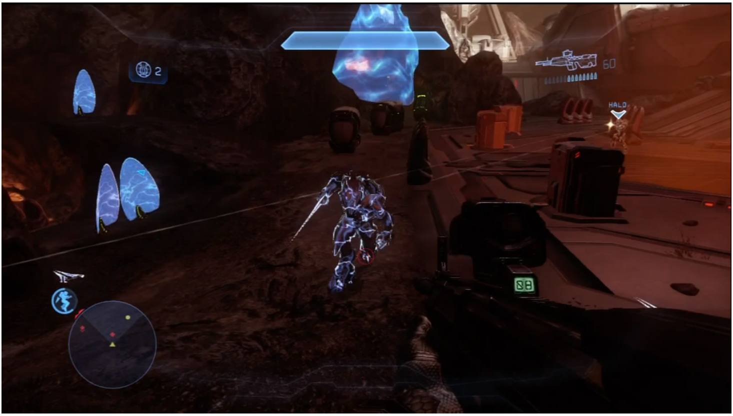


[6] Watchers infest the path beyond the security doors and begin building beam turrets to slow you down. Do your best to prevent this. A Knight will greet you between the locations at which you can set up the turrets. Farther beyond, another Drop Pod deploys more Covenant [7]. This deployment zone also has a pair of Shade Turrets that cover the whole area. Don't rush up the ramp at [6] or otherwise reveal yourself until you take out the gunners. Expect to do this numerous times unless you destroy the turrets entirely. This can be done with a well-placed grenade or even Fuel Rod Cannons, assuming you've recovered them from the enemy.

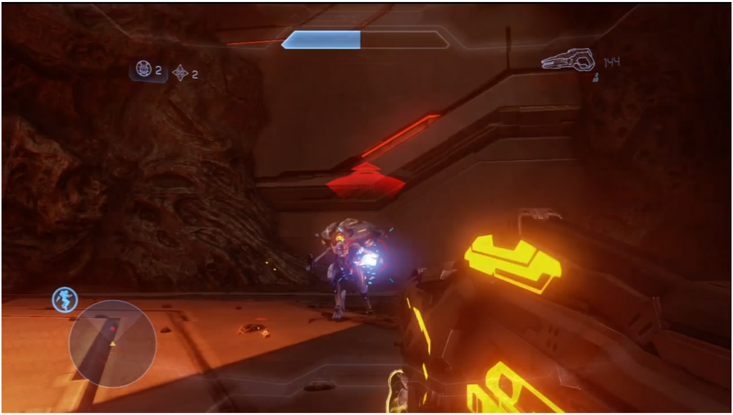
2
2
HALO
FIELD HALO4
HOLD X TO PICK UP PLASMA PISTOL
06

[8] More Covenant are deployed in an area off to the side of the Shade Turrets. Expect the enemy to leap over the barricades to join their brothers in the upper area. Stick to the upper area and let them come to you.

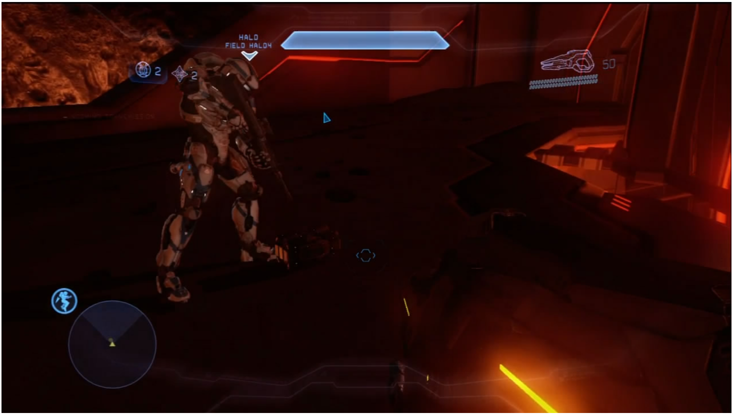




[9] A squad of Elites guards the entrance to the cave system. Be ready for any potential Zealot rushes as you work your way into the area. In the distance, an air strike directed by Commander Palmer fails to kill Jul 'Mdama, and the terrorist escapes your wrath yet again. The strike does encourage more hostiles to stream out from the caves.

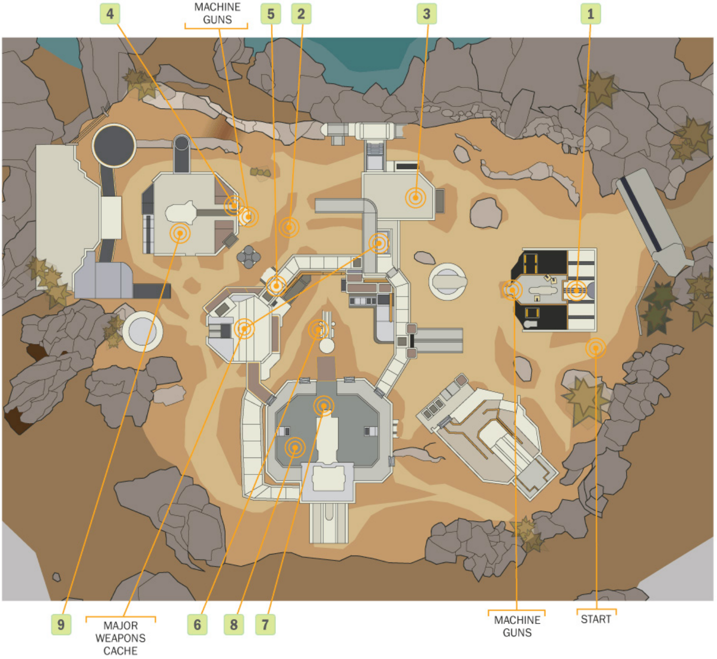


[10] Deeper into the caves, you'll see the slipspace portal Jul escaped through. As you close in, you're greeted by Knights and Watchers. Three waves of three Knights will attack you at this location. Once you defeat them, the portal closes.



[11] Farther beyond where the portal once stood is a device left behind by Jul, repeatedly referred to in Covenant transmissions as the "Didact's Gift." Retrieve the device and wait for Pelican extraction. You're going back to Galileo Base to have the artifact inspected by scientists. The chase for Jul ends for now, but at least this mission is over.

Chapter Five: The Didact's Gift



After delivering the Didact's Gift to Galileo, Crimson prepares to return home to the *Infinity* for a well-deserved rest. However, something occurs during the scientists' investigation of the Didact's Gift, and a group of Covenant storms the base. The long day isn't quite over yet.

Expect everything to be thrown at you on this mission. The initial assault consists primarily of Covenant in massive numbers. Fight them off and get Galileo's defenses back online. After shutting down the Covenant assault, secure the local reactor, and be prepared to defend against a large Promethean force that threatens to overwhelm what remains of Galileo Base.

Map Location: Galileo Base

Recommended Loadout

All throughout this map are weapon caches with Rocket Launchers. This should be your backup weapon to help deal with hard targets. Supplement this with the rifle of your choice. We also recommend that you take either the Jet Pack, for positioning purposes, or the Regeneration Field, for when you must hold your position.

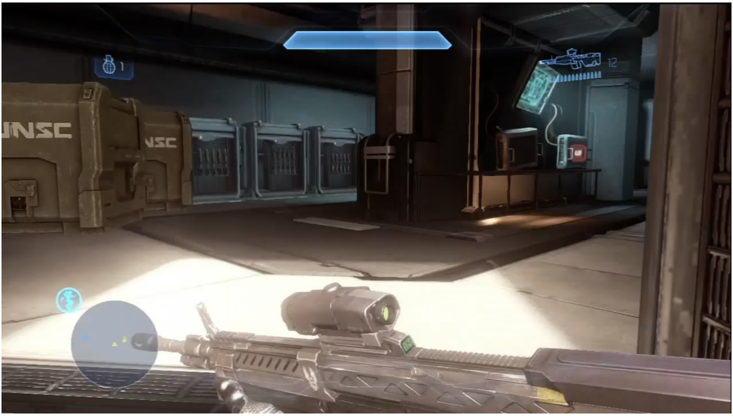
Objective One: Defend Galileo Base

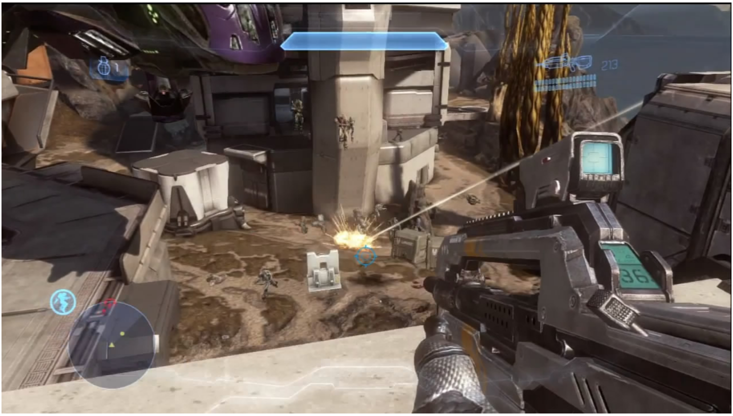
DEFEND GALILEO BASE
CURRENT OBJECTIVE
SPARTAN JARED MILLER
CHANNEL ACTIVE
2
22

2
42
8X
RANGE: 0048.39

[1] Close to where you begin the mission is a large UNSC weapon cache. This allows you to switch armaments as necessary for the early stages of this mission. You can even find mounted Machine Guns to take into the fray, if you are so inclined.

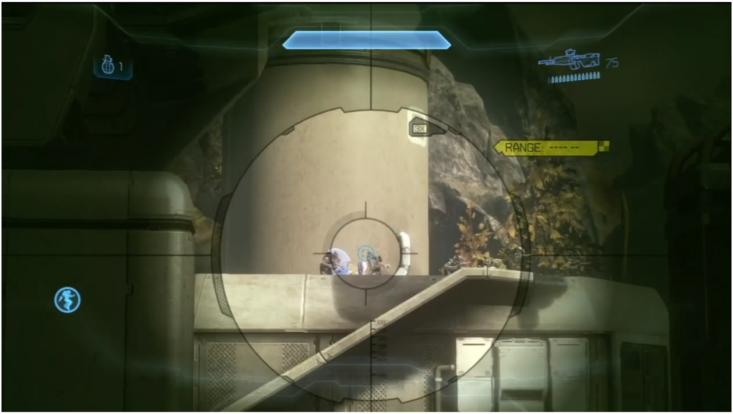
The first group of hostiles, which includes two Ghosts, drops in via Phantom deeper into Galileo Base [2]. More hostiles will join the fray around this location, and your support team informs you that at least a dozen more Phantoms surround the local airspace. You can either destroy the Ghosts or turn them against the enemy. Should you commit to the latter, drive carefully and don't be caught in the open for very long if you're facing a large group of hostiles.



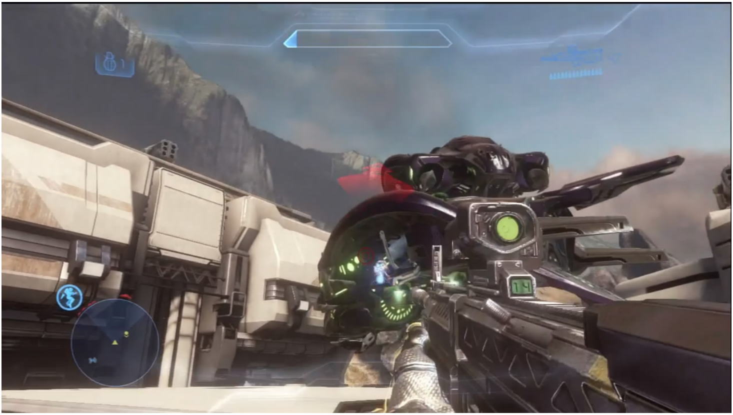


[3] This building contains a substantial arsenal, including Rocket Launchers. You may find yourself returning here over the

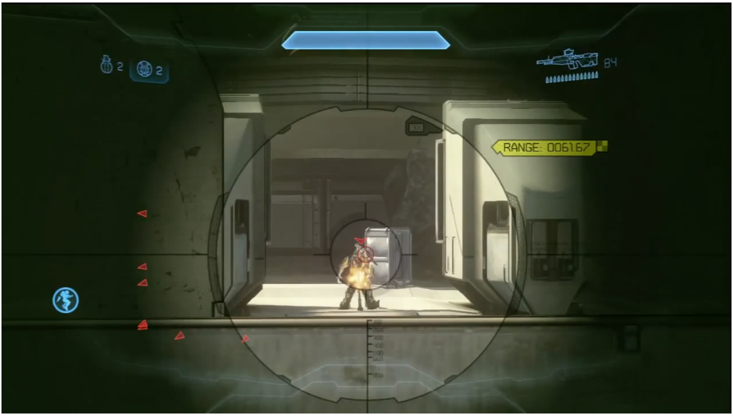
course of the battle to stay appropriately armed. The roof of this arsenal building makes an excellent vantage point over the early Phantom troop deployments. The building across from this arsenal contains more weapon caches at which to rearm, along with a set of mounted Machine Guns [4].



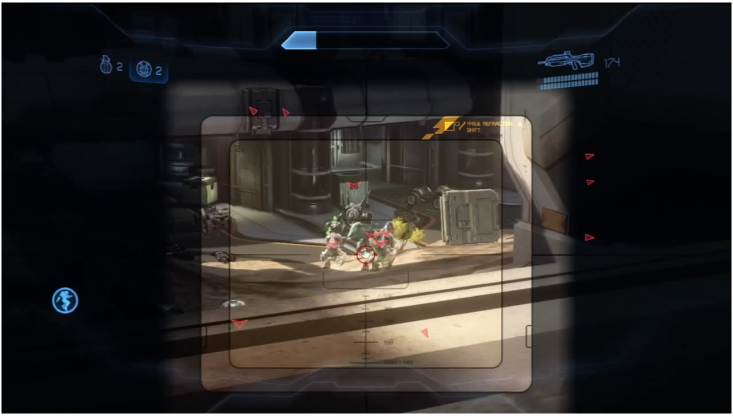
[5] Another Phantom drop will try to set troops on the perimeter walls protecting the central structure's main entrance. Additional Phantoms continue deploying troops inside the courtyard [6].



This can be a very tough opening battle. The guns on the Phantoms can really make life difficult while you try to stem the tide of Covenant. At the very least, try to eliminate the Plasma Cannon gunners. If you're playing with a full team, you can work together to take out the nose-mounted gun on each Phantom, further limiting their effectiveness; however, you'll probably be too busy fighting off the Covenant ground troops. Some might actually take cover in the main building [7], though you may be able to leave them alone while you deal with the larger numbers of hostiles outside.

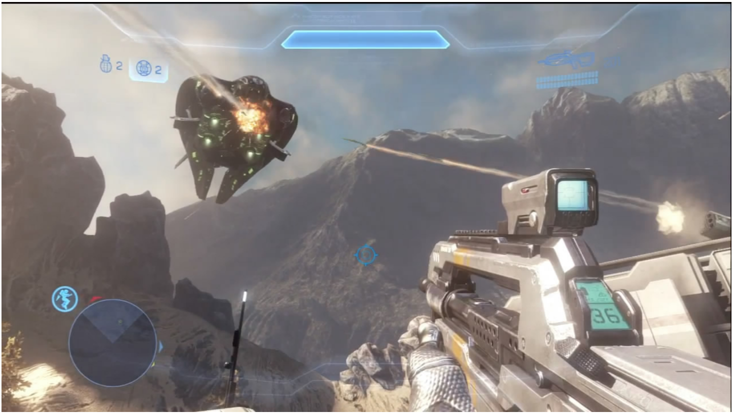


Eventually Phantoms begin deploying troops near the mission start location. This group will include more Ghosts, so consider having a Plasma Pistol at the ready. The enemy is obviously trying to box you in from all sides. This is why it is important to work fast and cull each wave of enemies as quickly as possible to avoid being caught in pincer attacks. With this deployment, any surviving Covenant will be marked on your HUD to help with hunting them down. Be aware that the Covenant may try to man the mounted Machine Guns!



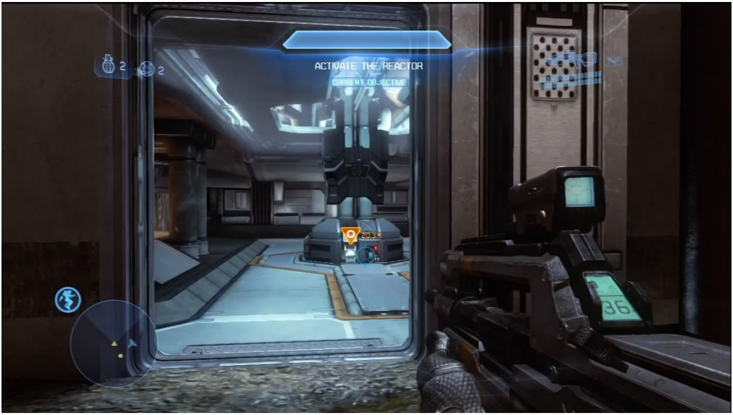
Additional troops will be deployed next to the arsenal building, bringing Hunters into the mix. If the pressure gets too much, you can always fall back toward other structures. The situation is getting out of hand, however. It’s time to get the base defenses back online.

Objectives Two and Three: Activate Base Defenses, Kill Remaining Enemy Forces

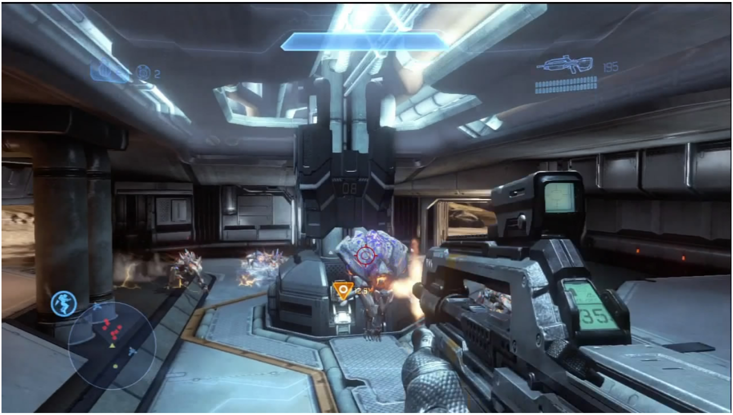


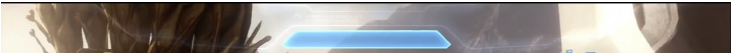
[8] Run into the main building to activate the controls for the perimeter defenses. This starts to clear the skies, but there may still be hostiles you must deal with before Galileo is secure. The local missile defenses begin blotting Phantoms out of the sky during this time.

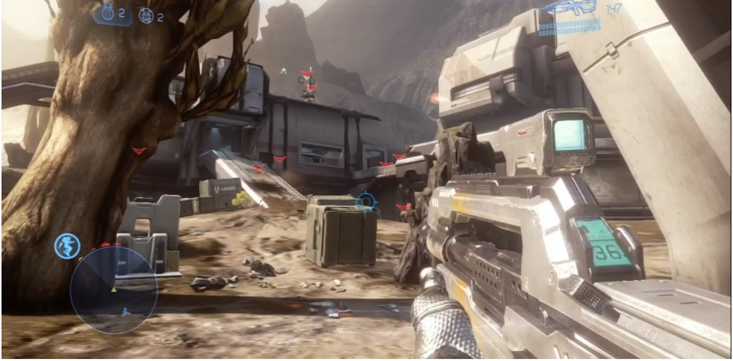
Objectives Four and Five: Activate Reactor, Destroy All Enemies

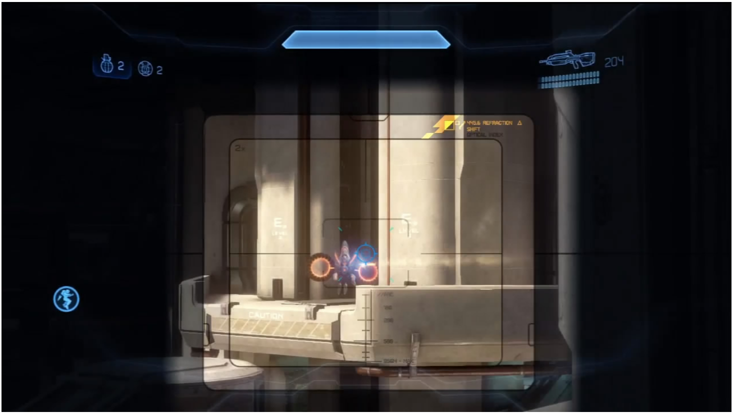


[9] Reactivating the guns have turned off an important reactor, and if it does not get powered on, Galileo Base will be little more than dust and echoes. Get the reactor back online!









Complications with this objective arise when a squad of Promethean Knights and Crawlers teleport right in front of the reactor controls. Destroy them and get the reactor switched on. This causes Prometheans to warp into positions spanning all of Galileo Base. Expect all manner of Knights and Crawlers, and be especially on the lookout for the telltale signs of a Binary Rifle–equipped Knight or Crawler. Early on, you may want to stick to the reactor room and use the structure for cover while you pick away at the enemy in relative safety. Of special note is the Knight Lancer on the roof of the arsenal building [3].

During this time, try to take out Watchers on sight to prevent them from reviving their allies.

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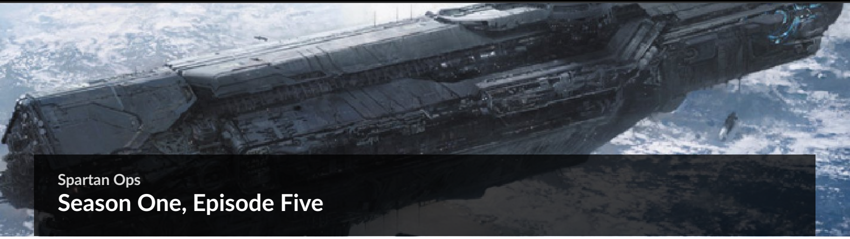
2
2
E/1B
UNSC
UNSC
15

2
2
2
NEUTRALIZE

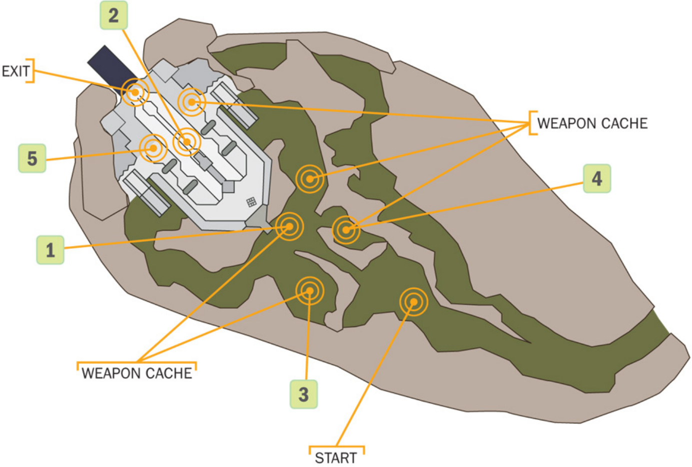
More Prometheans teleport into the main building. This group is filled with Watchers [8]. Deal with them accordingly. The corridors in the main building are fairly tight, so be careful that Knights don't cut you off. Meanwhile, another wave of Prometheans teleport into the base exterior. Fortunately, Fireteam Majestic is almost at the station in a Pelican to help get the Didact's Gift out of Galileo Base. Eventually, Commander Palmer will call out one final squad of Knights and Crawlers, marking them on your HUD. Wipe out this last gasp of the Promethean offensive, and the area will be safe for the Pelican to extract Fireteam Crimson and the artifact. The mission is finally complete!



Spartan Ops

Season One, Episode Five

Chapter One: Spartan Miller



A *UNSC Infinity* science team has fled from a Forerunner facility they were investigating, citing mysterious power fluctuations in Requiem's slipspace portal network. Fireteam Crimson has been sent to reconnoiter the facility and ensure that it is clear of any hostiles.

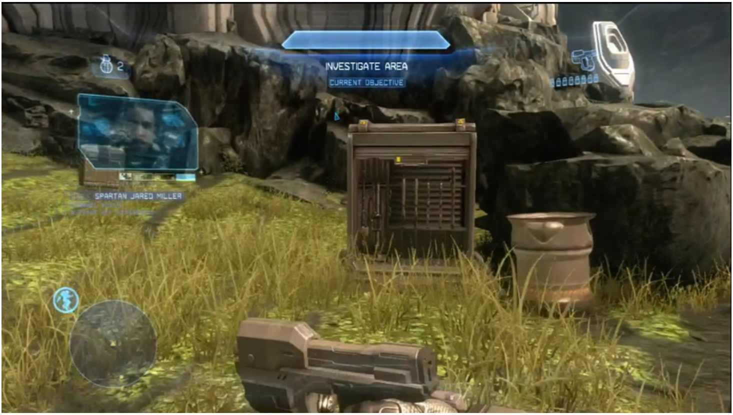
The Covenant have fortified this canyon with several Shade Turrets, making it difficult to climb up to the facility to tap the Comm Array. However, you need only activate the array, then fall back to the evac point. Of course, don't expect the Covenant to give up simply because you achieved your primary objective.

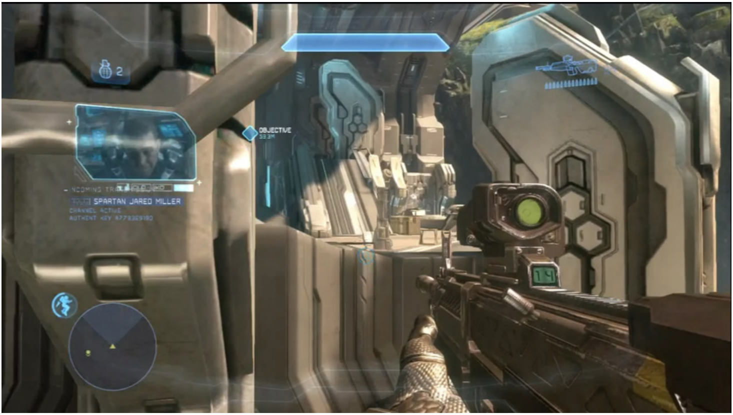
Map Location: The Gate

Recommended Loadout

Early into the mission, you can get access to a Sniper Rifle or a Rocket Launcher. These are both excellent weapons to supplement your chosen rifle. The enemy presence is quite pronounced.

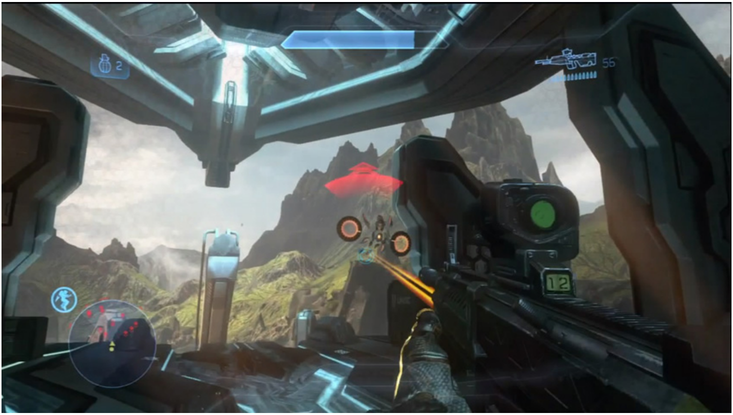
Objective One: Investigate Area

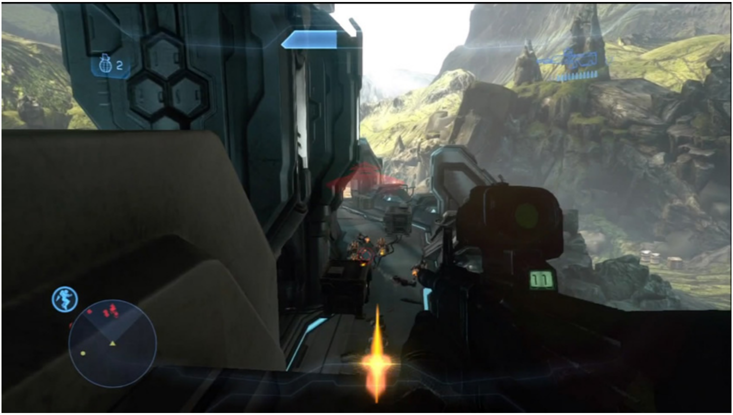




[1] The starting location for this mission places you directly next to some UNSC weapon caches, which include power weapons like the Sniper Rifle and the Rocket Launcher. The Sniper Rifle is excellent for putting down Watchers, so if you're playing on a full team, at least one player should make sniping Watchers their new hobby. When you are ready to complete the investigation, head to the waypoint at the top level of the structure.

Objective Two: Defend Area

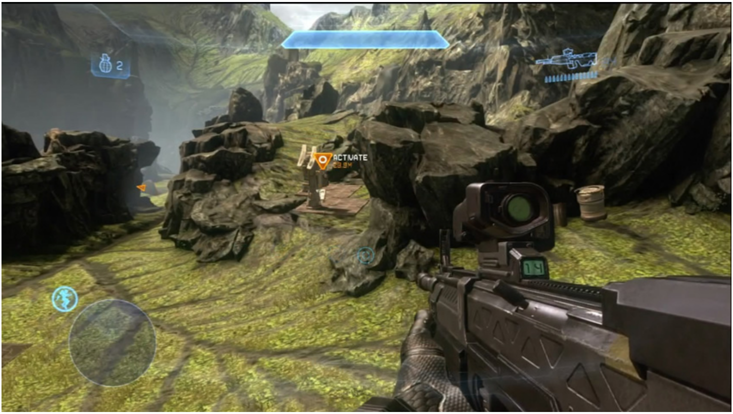


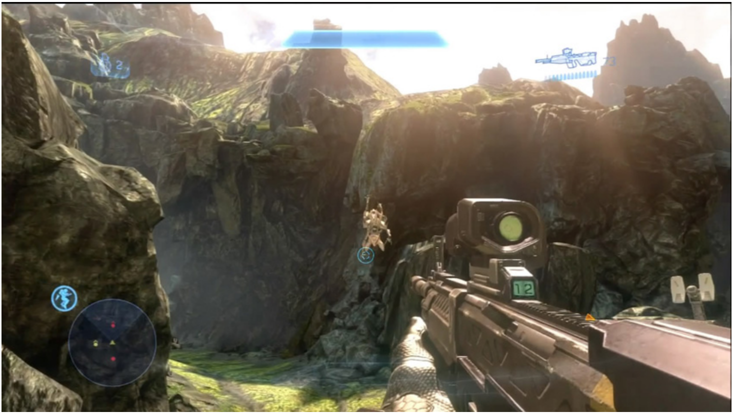


[2] Surprise! As soon as you reach the top level, Promethean Watchers begin to swarm into the area via slipspace portals located over the starting valley. They will descend toward the facility and attempt to summon up legions of Crawlers. Stick to the upper level and wipe the enemy out as quickly as you can. After you destroy enough Prometheans, the stragglers will be marked on your HUD.

Having a Sniper Rifle for this section can make your life easier. You can quickly put down the Watchers before they add additional enemy reinforcements.

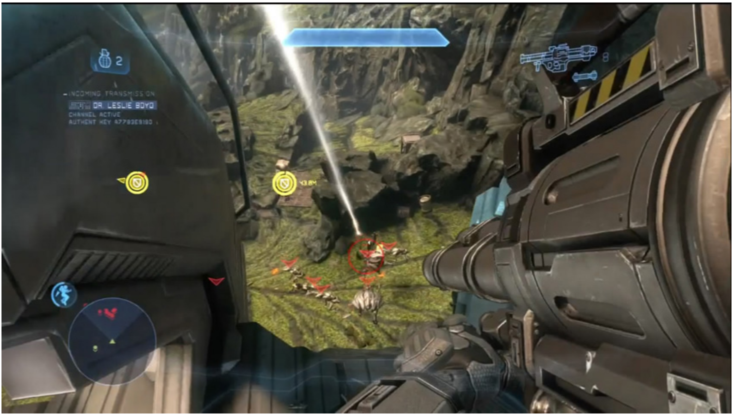
Objective Three: Activate Sensors

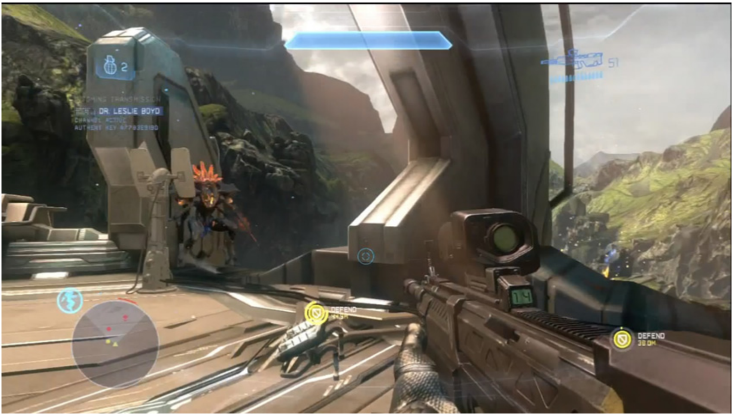




[3] [4] After eliminating the initial Promethean assault, Spartan Miller contacts a Dr. Leslie Boyd, trying to get a better handle on the power fluctuations situation. The good doctor requests that you activate a set of sensors for them manually. Naturally, shortly after you receive the locations of these sensors, more Crawlers warp into the vicinity of the sensors to halt your progress. Cut them down and get the sensors online! It turns out that the power fluctuations are,in fact, slipspace signatures, and Dr. Boyd confirms that measured activity is now occurring near Fireteam Crimson's location. More Crawlers show up after activating the sensors, but this is only the beginning.

Objective Four: Defend Sensors





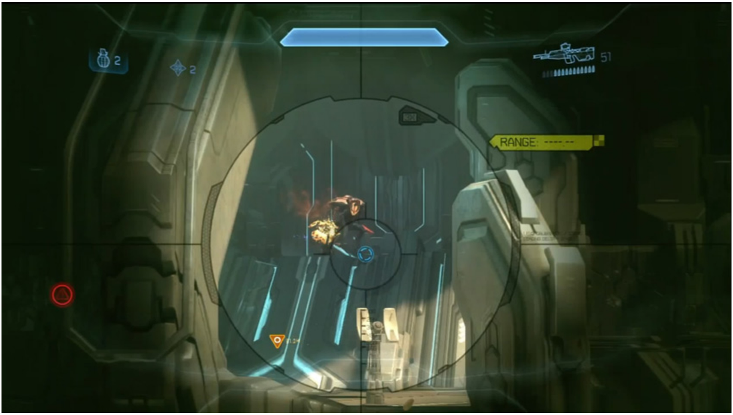
This is where those Rocket Launchers come in handy! Knights begin to join the Crawlers and Watchers, and now the enemy has a target: the sensors you just activated. Prometheans will keep teleporting into the area as you eliminate them, meaning you'll have a steady stream of targets to deal with while you try to defend the newly activated sensors. The sensors will be marked on your HUD, and the icons will show you how much health they've got left. If both sensors are destroyed, the mission is a failure.

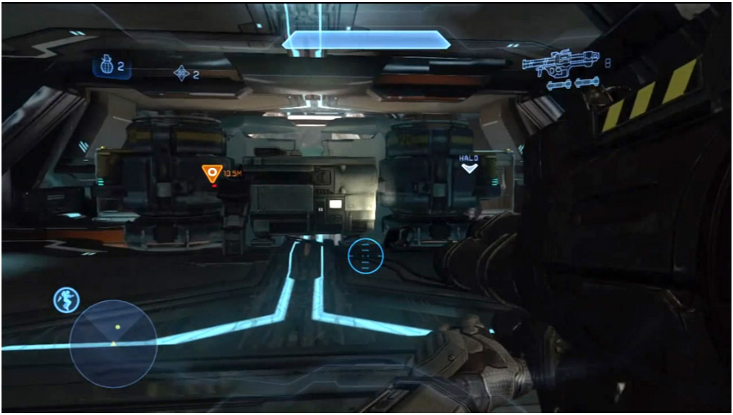
As always, make sure Watchers are not a factor, and save your rockets for Knights. We recommend sticking to the midlevel of the Forerunner structure, as it overlooks the sensors and the majority of the enemy deployment zones. Trying to fight it out with multiple Knights in the valley could get you killed. The midlevel perch also gives you quick access to another UNSC weapon cache at the top level, letting you stay loaded up on rockets for a bit longer.

Eventually, tougher Knight variants will begin making an appearance. Continue to use the midlevel perch to fight them off. Some Prometheans may try to teleport onto the midlevel itself, so watch your motion sensors for potential flanking maneuvers like this. This can be a very trying defense to manage, particularly when Crawler Snipes and Knight Lancers begin adding the power of their Binary Rifles to the equation. Just keep fighting until you hear that Dr. Boyd may have a solution to the

Promethean deluge.

Objectives Five and Six: Activate Jammer, Investigate and Use Portal





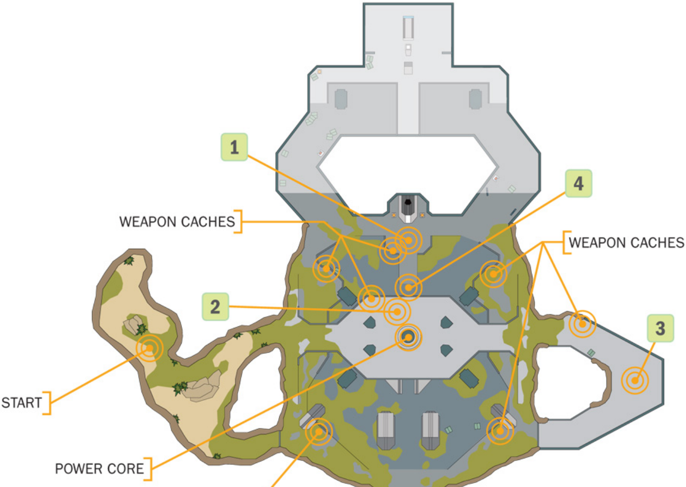
2
2
INCOMING TRANSMISSION
DR. LESLIE BOYD
CHANNEL ACTIVE
HALO
FIELD HALO4
84
14

[5] You get word that there is a piece of equipment located in the Forerunner structure that may potentially stem the flow of Promethean reinforcements. More Knights teleport into the area, occupying the structure's mid and top levels. Fortunately, this also marks the last bits of hostile reinforcements you must deal with. Kill off the enemy, then get to the designated piece of jamming equipment on the midlevel. After some short exposition, another slipspace portal appears on the tower's top level.

"Jump in, what's the worst that can happen?"

Very poor choice of words, Roland. Entering the portal completes this mission.

Chapter Two: Nothing Can Go Wrong



WEAPON CACHES

The portal launches you to a UNSC-held facility, and surprisingly you do not arrive already the target of hostilities. But when you rejoin the Marines protecting the science team, this mission's name is proven thoroughly wrong.

The facility is compromised by an extensive Promethean incursion. You need to defend the scientists who are not fortunate enough to reach a safe room, then stem the flow of Promethean reinforcements by any means necessary, even if you must destroy the tech that the science team was studying.

Map Location: The Refuge

Recommended Loadout

Knights make a big showing throughout this mission, so consider bringing a Plasma Pistol specifically to help destroy their shields and set up headshots. Equip the Ammo Support Upgrade, as you may not have enough time to retreat towards one of the weapon caches to restock. The ferocity of the enemy assault may also warrant the Shielding Tactical Package for the shortened recharge delay.

Objectives One and Two: Regroup with Science Team, Neutralize Enemy

2
INCOMING TRANSMISSION
UNSC A.I. ROLAND
CHANNEL ACTIVE
AUTHENT KEY A7793E9190
REGROUP WITH SCIENCE TEAM
CURRENT OBJECTIVE
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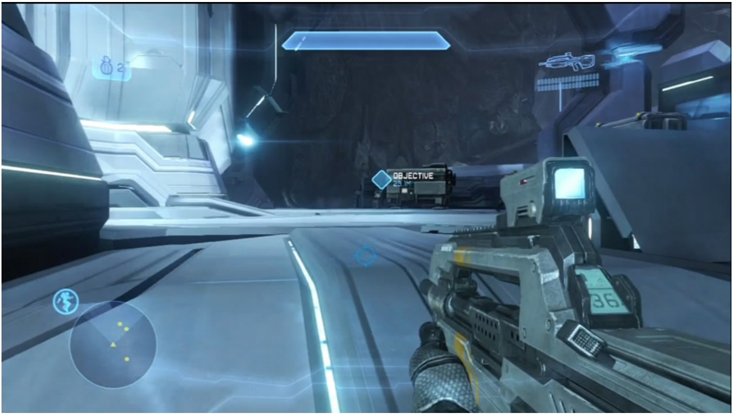
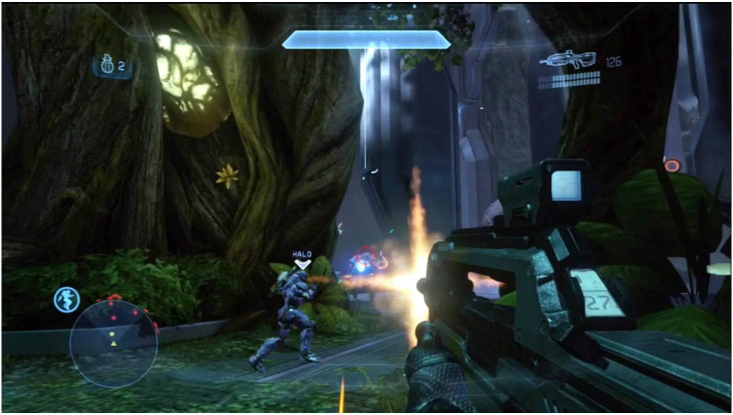
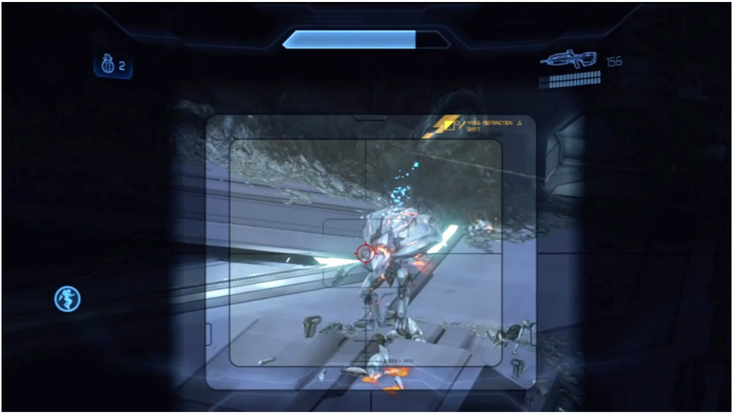
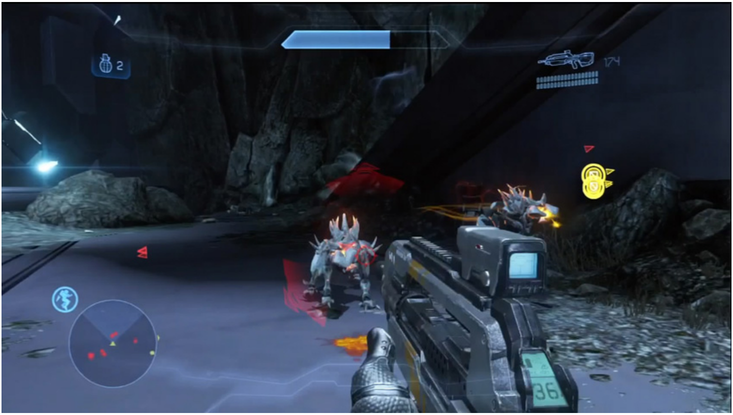


[1] You're dropped into the Refuge without fanfare, and amazingly nobody has started shooting at you yet. You're ordered to regroup with the local science team to begin running tests on the portal network, and a rendezvous point is marked on your HUD. As you approach this waypoint, dozens of Prometheans suddenly teleport into the area, and the fight is on!





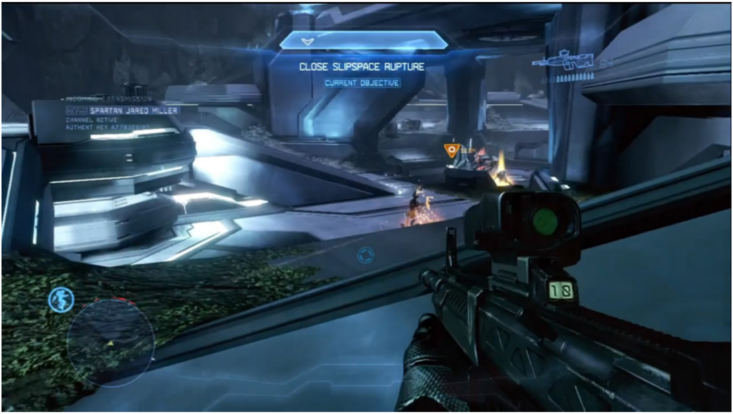
[2] The Marines are a distraction for the enemy at best. Your big concern is the swarm of Knights and Watchers that have taken up position on the raised balcony overlooking the initial waypoint. The Watchers quickly set up Beam Cannons, then go about assisting other Prometheans. The first wave contains a very large quantity of Watchers in general. Consider this a test of your accuracy on fairly small flying targets. After the first wave is defeated, Dr. Boyd reveals that he's managed to survive the attack by running to a safe room. A second wave of Crawlers and Knights teleport into the area for you to contend with. Be watchful for Crawler Snipes skulking among the other Crawlers.

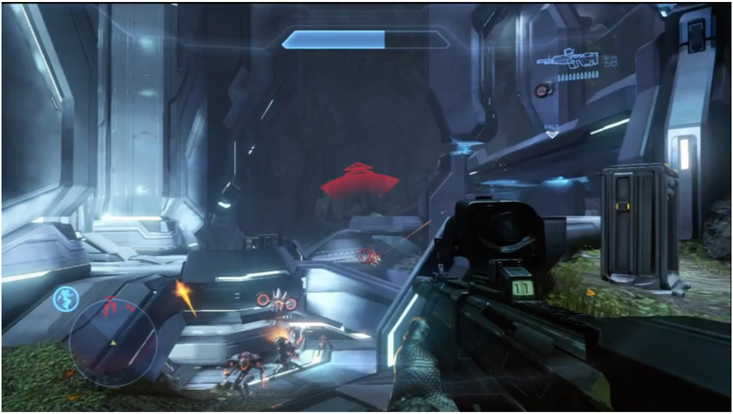


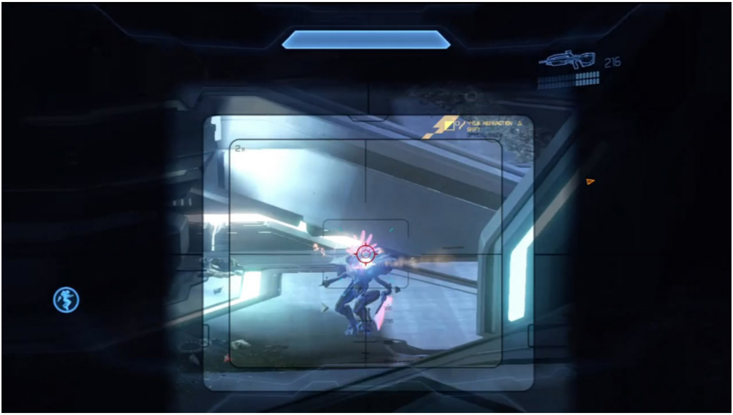
[3] After you finish off the second wave, your HUD will be marked by three Defend icons, indicating members of the science team who need your assistance. The bulk of their attackers on this wave consist of Crawlers, which are easy pickings if you're a crack shot, and by now you've had extensive practice on these enemies. Remember, you don't necessarily have to stick close to the scientists; you just need to make sure the enemy doesn't get close to them.

Of course, things get more complicated when Spartan Miller announces that Knights have joined the attack on the scientists. The scientists won't last very long if a Knight gets near. At this point, you should hunker down closer to the scientists. After defeating the final group of hostiles that arrive with the Knights, the area is safe...temporarily.

Objective Three: Close Slipspace Rupture

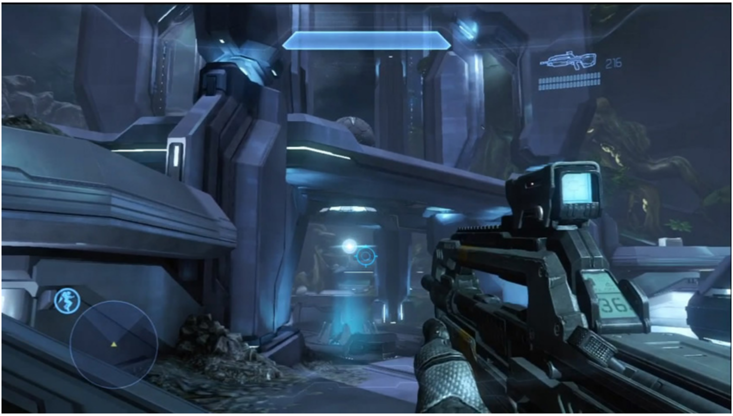


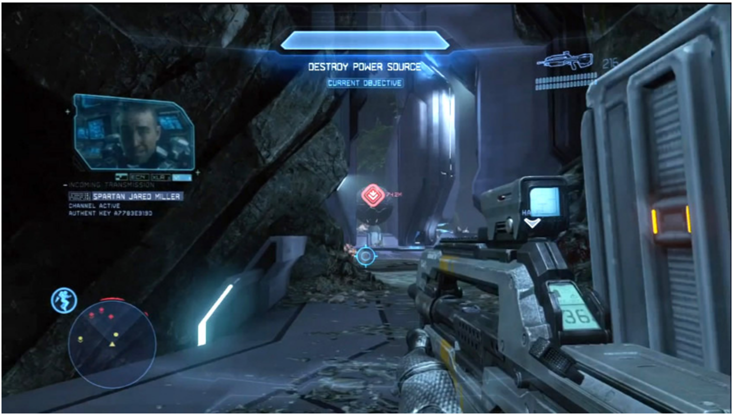


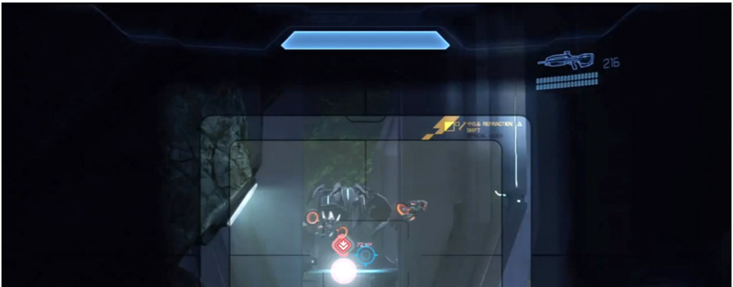


[4] At the center of the main room, underneath the raised walkway, is a device that will close the slipspace ruptures the Prometheans are using to attack the facility. Almost as soon as it is marked on your HUD, another Promethean assault begins. Expect all ranks of Knights and Crawlers to make an appearance here. Stick to elevated positions and wipe out the enemy before activating the device.

Objective Four: Destroy Power Source



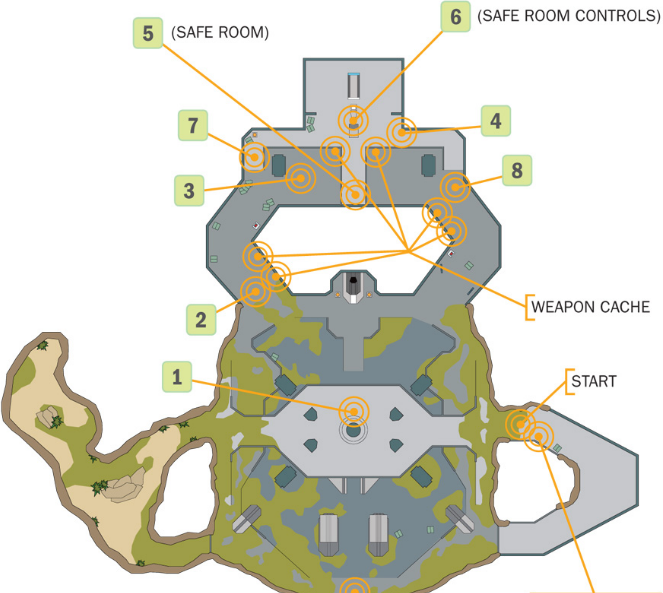


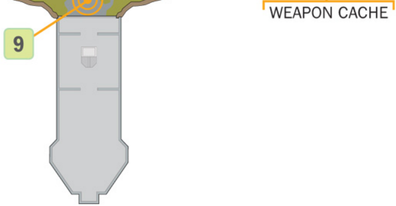


Surprise, surprise: Meddling around with ancient technology that is barely understood yields bad results! The device sends an orb of light to a sphere at the center of the raised walkway [2]. More Prometheans warp into the facility as though they are being summoned by this device. Your orders now are to destroy this power source before things get further out of hand. Doing so is a bit dicey, as multiple Knights defend the core, and this can be especially tough on high difficulties when any number of these Knights could be Lancers armed with Binary Rifles.

Still, you can play it relatively safe by shooting out the core from afar. The DMR and the Battle Rifle are both more than adequate for dealing with the Promethean attackers while also being accurate enough to target the core whenever it makes itself vulnerable. The mechanical pieces surrounding the energy sphere occasionally form a defensive shield around the core, but it only serves to delay the inevitable. With the power source destroyed, any remaining Prometheans will be marked on your HUD. Perform one last cleanup of the area, and the mission will be complete.

Chapter Three: Everything Has Gone Wrong





Your activities in the previous mission have only slowed the enemy down temporarily. Marine Fireteam Warbird arrives at the Refuge facility to take over guard duty, but is soon assailed by Elite Zealots. It seems now that the Covenant will have their turn at seizing the Refuge from UNSC hands.

You need to repel all Covenant forces while attempting to reunite with Fireteam Warbird. Once you've joined forces, assist any UNSC scientists, then hold off the enemy until Fireteam Shadow destroys the Covenant cruiser that is delivering the enemy to the Refuge.

Map Location: The Refuge

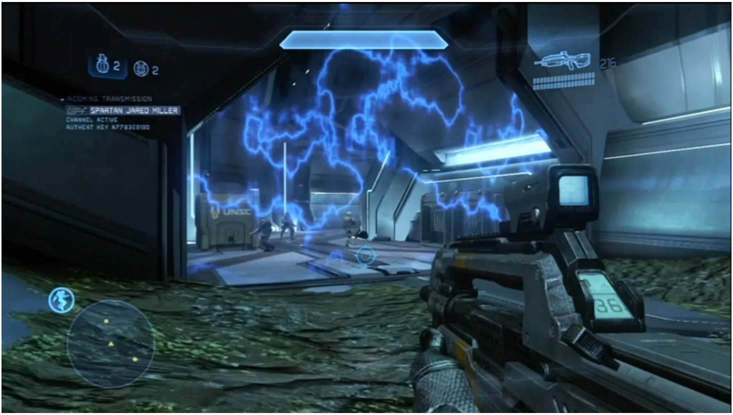
Recommended Loadout

There are many Elites to contend with throughout the mission, so it may not be a bad call to bring a Storm Rifle into the fray, supplementing it with a Magnum. You can always pick up a Battle Rifle or DMR to replace the Plasma Pistol during the actual mission, or you could use the Firepower Tactical Package to start the mission with two primary weapons. Even at higher difficulties, the Storm Rifle does a number on shielding and can be conserved to last longer than the Plasma Pistol.

Objective One: Repel Covenant

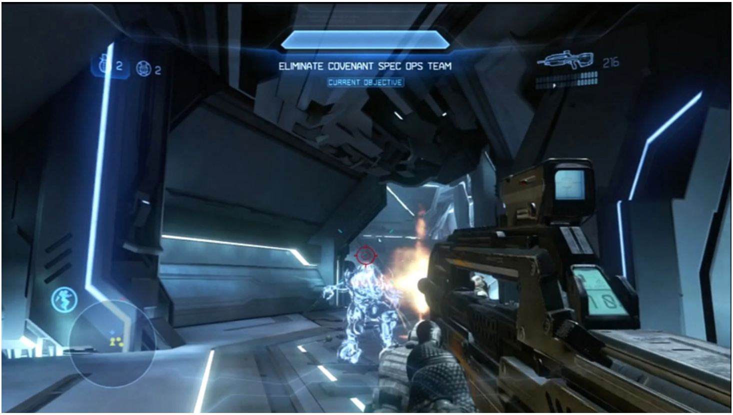
[1] The fight is on as soon as you select your loadout. Covenant Phantoms are deploying troops throughout the central chamber: Grunts, Jackals, and a large number of Elites. More bad news arrives when AI Roland indicates that the Covenant have dedicated a full cruiser to support their allies inside the Refuge, meaning you can expect a near constant stream of Phantoms! Do what you can to whittle away at the enemy infantry until you get an emergency call from Fireteam Warbird.

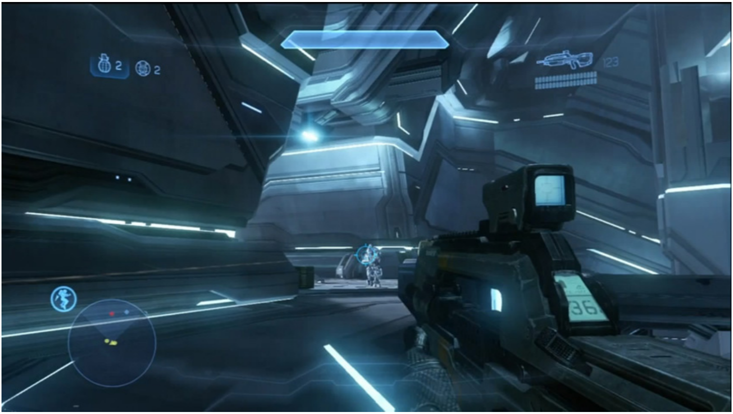
Objectives Two and Three: Go to Warbird, Destroy Shield Barrier



[2] Rushing to Warbird may sound like the right thing to do, but you could stand to maintain solid position near the raised center walkway and put down Covenant as they are deployed. Rushing to the indicated waypoint only has you run into a Covenant-deployed shield that will not go down until you eliminate the Covenant in the main room. Once you've eliminated the threats, Roland will hack the shield that separates you and Warbird. Bring it down and reunite with the Marines. During this time, Spartan Miller will task another Spartan Team to deal with the Covenant cruiser, in hopes of cutting off the enemy reinforcements.

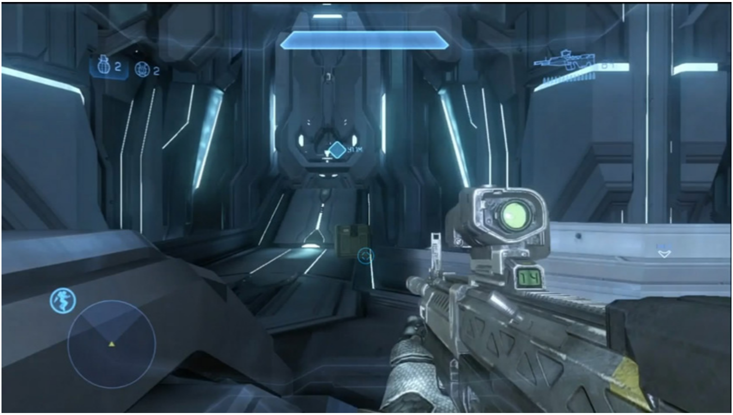
Objective Four: Eliminate Covenant Spec Ops Team

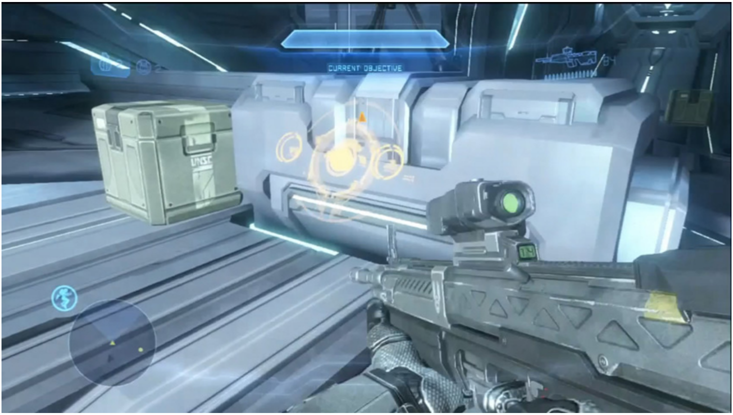




[3] Reuniting with the Marines gives you access to a hefty cache of UNSC weapons. You also receive word that "the Silent Blade" is operating inside the Refuge. This is a Covenant Spec Ops team, and you must eliminate them before you can even think that the base is secured. You confront the first of these Active Camo users almost as soon as you step into the secondary chamber of the Refuge. Other Elites stand on the upper balconies here [4] with heavier weapons like Fuel Rod Cannons at their disposal. Don't rush forward blindly, and keep your eyes open for any cloaked hostiles; there are many to contend with. With the split-chin Spec Ops turned to worm feed, you get a frantic call from Dr. Boyd. He is apparently locked in the safe room and can't get it opened.

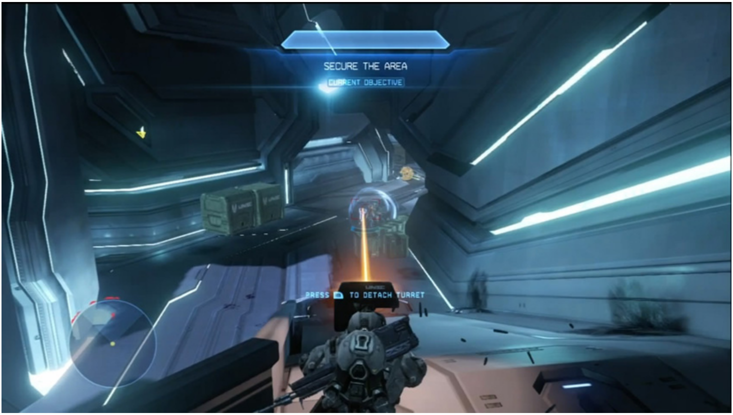
Objectives Five and Six: Locate Dr. Boyd, Open Safe Room

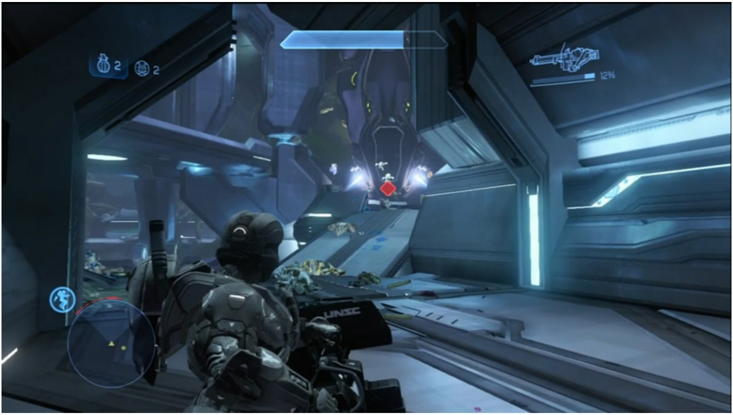


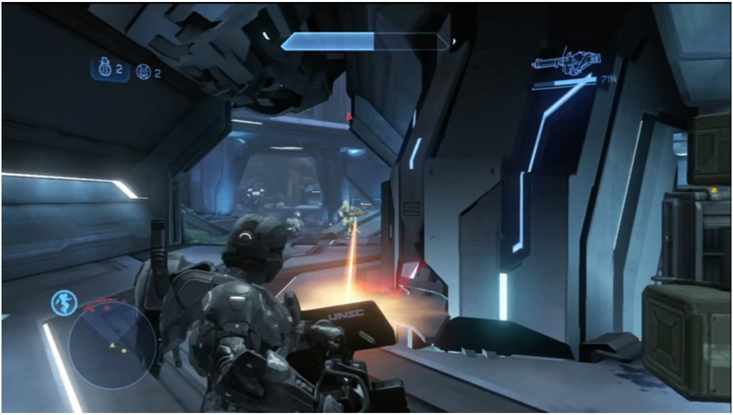


[5] [6] The safe room door is on the upper level of the secondary chamber, with the controls to open it located very close by. Before you open the safe room, take the time to restock at the closest weapon caches. Once you open the safe room, the enemy will begin another assault.

Objectives Seven and Eight: Secure the Area, Clear the Landing Zone







The secondary chamber comes under a determined Covenant assault. Fortunately, you can use the Machine Gun mounted on one of the ramps [7] to make short work of at least one part of the assault, if you're playing solo. This isn't as safe on higher difficulties because the hostiles streaming in from another direction [8] can still overwhelm you. On Heroic or Legendary, you need to have excellent teamwork to lock down the secondary chamber to prevent harm from befalling Dr. Boyd. Don't expect a lot in the way of help from any Marines that might have survived up to this point, as grim as that sounds.

With the first assault blunted, you need to clear an LZ. As you return to the main room, Covenant Drop Pods begin deployments throughout the area. You can take the Machine Guns from the secondary chamber to help cut down the enemy, but the loss of maneuverability may prove fatal in the face of Fuel Rod Cannons. Stick to the corridors connecting the two chambers while engaging the enemy.

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RANGE: 0056.69

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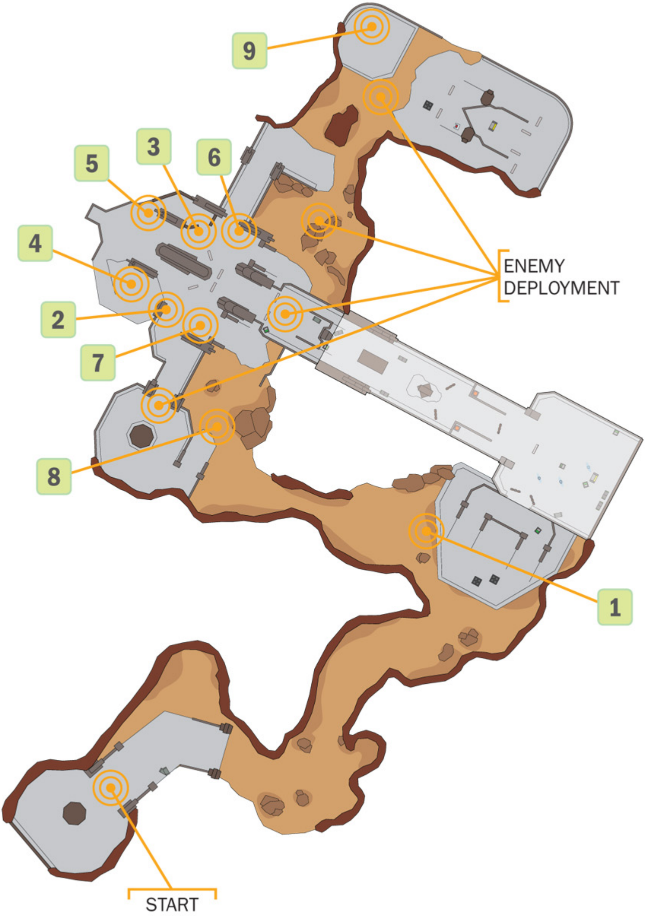
RANGE: 0084.58

After multiple Drop Pods' worth of Covenant have been dispatched, more will be deployed farther into the main chamber [9], with Phantoms starting to pick up the slack in deployments of even more troops. You can expect Jackal Snipers among these hostiles. Do not get so distracted fighting other enemies that you ignore the grave threat they present.

Eventually, four Hunters are deployed [9]. Hopefully, you've done good work at culling the other Covenant. Once their numbers are thin enough, the survivors will be marked on your HUD, making it easier to locate the Hunters and plan accordingly.

The Hunters mark the last gasp of the Covenant. Spartan team Shadow succeeds at hitting the Covenant cruiser's power core, which means you'll only need to finish off whatever is left on the field. Your day isn't over yet. Forward Base Magma has come under attack and requests assistance. Fireteam Crimson is the closest available response, so it's back to the Cauldron with you.

Chapter Four: The Cauldron Base



Forward Base Magma has been taking a serious pounding, and Fireteam Crimson is the only cavalry they can expect in the near future. Hopefully, that will be enough.

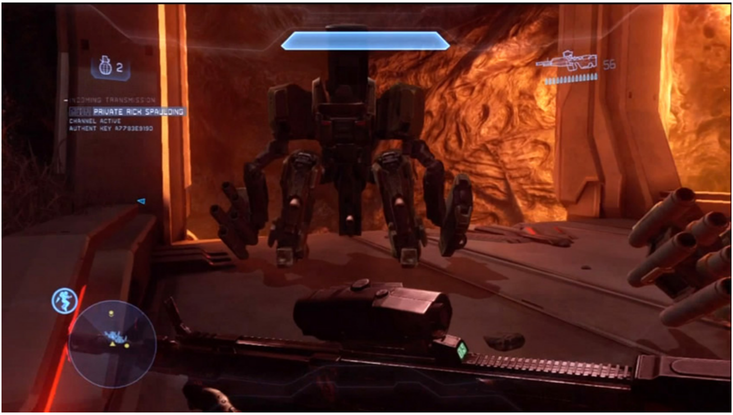
There's nothing complex about this assignment: use the Mantis to fight your way to the forward base, and protect the base's power generators from the ensuing Covenant assault. If any defensive turrets need to be brought online to help with the battle, get them up and running quickly!

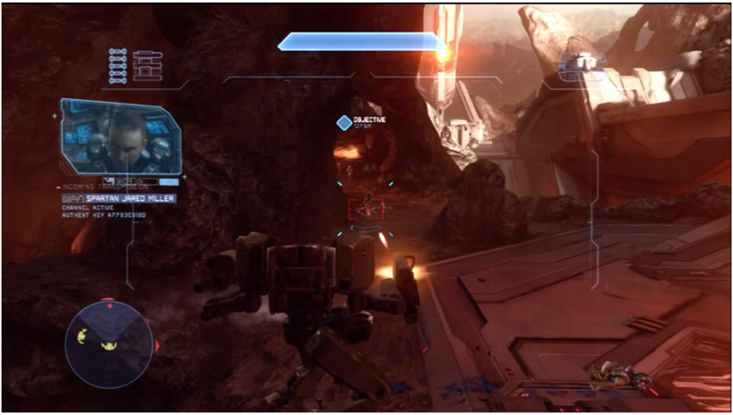
Map Location: The Cauldron

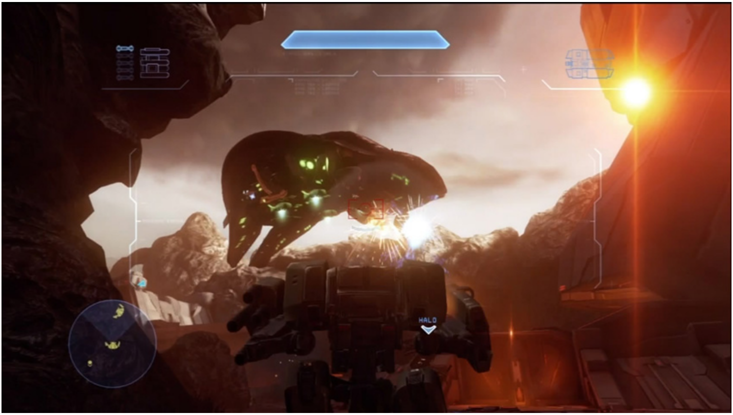
Recommended Loadout

Two Mantis are available at the very start of the mission, and a lone player should only ever need one Mantis, even on Legendary, if they are cautious. If you're stuck on foot for any reason, be aware that there are a ridiculous number of Elites joining the assault, so the Plasma Pistol charge combo may not be as viable due to the sheer odds against you. The Storm Rifle lets you drain shielding relatively quickly without having to wait for a charge to build up, and can be conserved to last longer than a Plasma Pistol even with the Ammo upgrade. Combine the Storm Rifle with the Dexterity upgrade to facilitate rapid switching between it and a headshot-capable weapon like the Magnum or even a Battle Rifle/DMR/Covenant Carbine recovered in the field. This sort of thinking only really matters if you've lost your Mantis or are playing with multiple players and don't have enough Mantis to go around. All precautions should be taken to avoid situations where you don't have heavy armor support.

Objective One: Move to Base

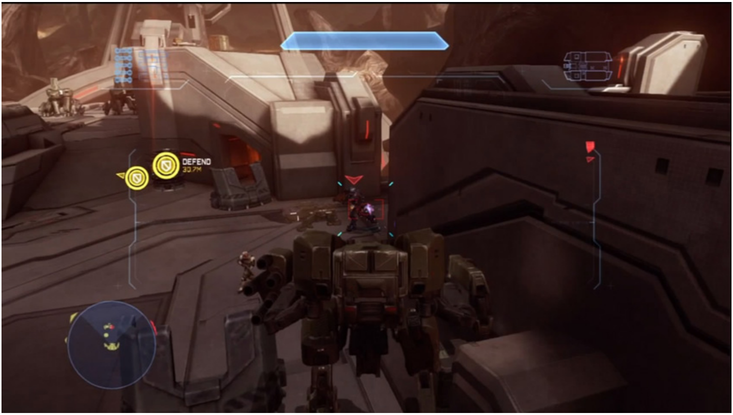


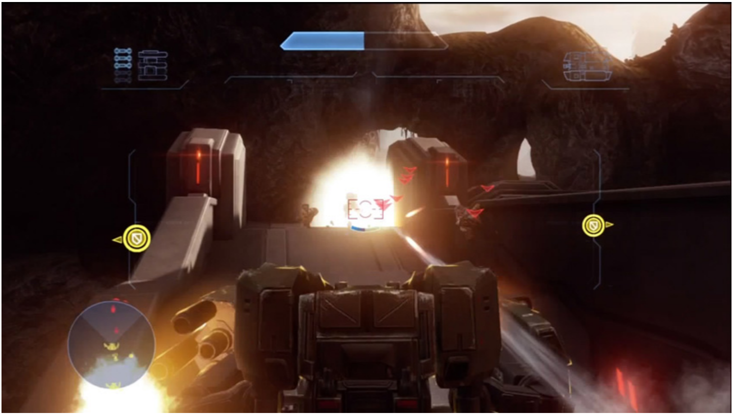


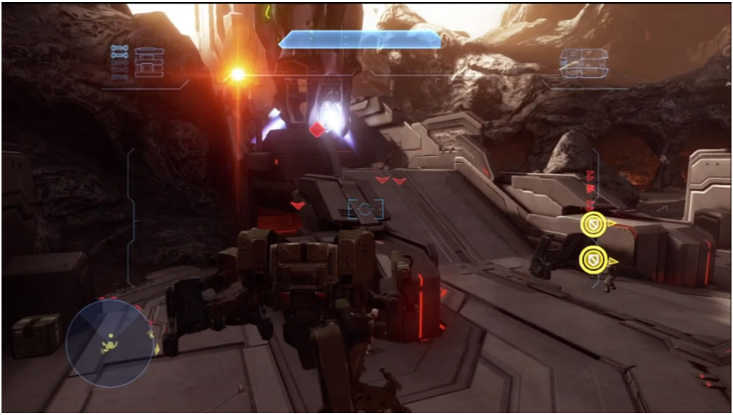


[1] The moment you land, hop into a Mantis and stomp toward Forward Base Magma. You will quickly come across a detachment of Covenant, which a Phantom will reinforce. Spartan Miller might give you some hell over it, but stick around and eliminate the Covenant. You want to do this because the Marines who start with you will then be able to survive the run to Forward Base Magma, and the extra bodies will help with what is to come.

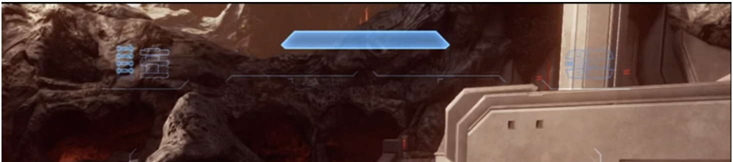
Objective Two: Defend Base







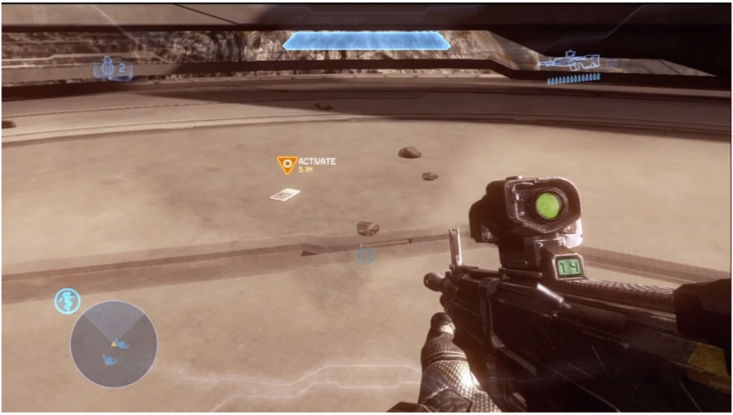
There are two power generators that must be defended at all costs [2] [3]. The Covenant will deploy many waves of hostiles at a series of predetermined drop zones throughout the Cauldron (see map for these drop zones). The initial assault consists of six Covenant squads deployed in succession, composed of Grunts, Jackals, and Elites. You can handle these attacks by proactively stomping your way toward their deployment zones and catching them as they leave their Drop Pods or Phantoms, or you can stick to the structures behind each generator [4] [5] and use the elevated position to observe the whole battlefield. This can be tough, as you're a very obvious target on the rooftops. If the enemy gets close enough, you may not have firing angles on them with the Mantis.



[6] [7] After the first six Covenant squads are destroyed, a pair of defense turrets are marked on the HUD for you to activate. They serve as a distraction at best, but they need to be up and running. *Ten* more Covenant squads are deployed throughout Forward Base Magma shortly after the guns are marked on your HUD. As with the first six waves, these don't all arrive at once, but the firepower and composition starts to favor heavier weapons and Elites for survivability. The Covenant will even try to deploy Hunters fairly close to the generators [8]. Don't let them shoot at the generators or this mission will be over really quick.

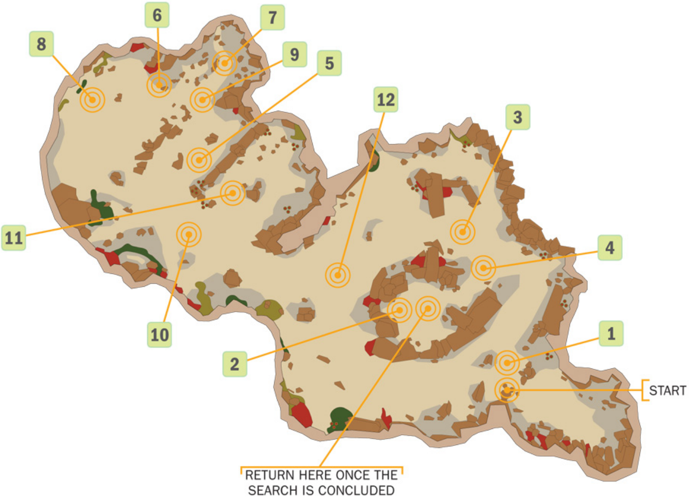
This is not a very complex or long mission; as always, the real challenge is just surviving. Even in a Mantis (unless you're playing on Easy or Normal), there's simply too many enemies to be recklessly charging into the thick of them. On higher difficulties, being lax costs you a Mantis and possibly the whole mission. The best tip is to use the local structures for cover, and if Phantoms get too close, take out their guns before returning your attention to the troops. If you try to shoot down every Phantom that crosses your path, you may let too many enemy infantry slip past you while your attention is elsewhere.

TRANSMISSION
UNSC A.I. ROLAND
A7783E9190



[9] When the last of the Covenant have fallen, you receive word that Spartan Thorne's IFF tag has been located near the base premises. Head to the indicated waypoint to recover the tag for Roland to analyze. Some mysteries are afoot as this mission draws to a close.

Chapter Five: Spartan Thorne



Spartan Thorne has somehow been transported to Requiem without the knowledge of anyone on the *UNSC* *Infinity* . While Spartan Miller continues his vain attempts to contact Commander Palmer, Fireteam Crimson is ordered to find Thorne and discover what the hell is going on.

It's obvious that the Covenant have as much interest in Thorne as you do. They have an extensive series of defensive positions throughout the Quarry to prevent you from getting to him; these are centered around locations Thorne is believed to be. While it seems like an obvious set of traps, you will need to fight your way through these positions to confirm Thorne's continued survival. Expect significant hostile reinforcements throughout the operation. The Covenant knows the threat presented by Spartans and are becoming more willing to spend vast amounts of material and manpower in hopes of inflicting casualties.

Map Location: Quarry

Recommended Loadout

A mix of power weapons, such as the Sniper Rifle, Spartan Laser, and Rocket Launcher, can all find a place in your arsenal. The DMR or LightRifle are your ideal primary weapons as the DMR offers sheer accuracy, and the LightRifle offers power while scoped. We lean more toward the DMR on this one. Take a Jet Pack for positioning purposes.

For the finale, you want to either lean on the power of a Wraith or use the power weapons the *UNSC Infinity* drops. In general, you want to rely on a Wraith as much as possible throughout this mission, simply because they are faster than walking and are capable of decisive firepower in combat. If you can hijack the first Wraith you encounter, your life becomes *much* easier.

Objective One: Find Thorne

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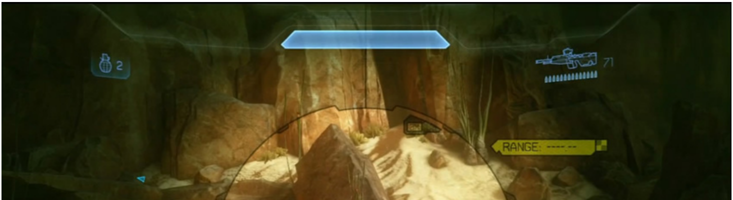
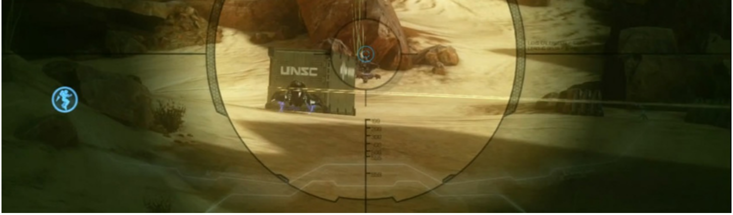
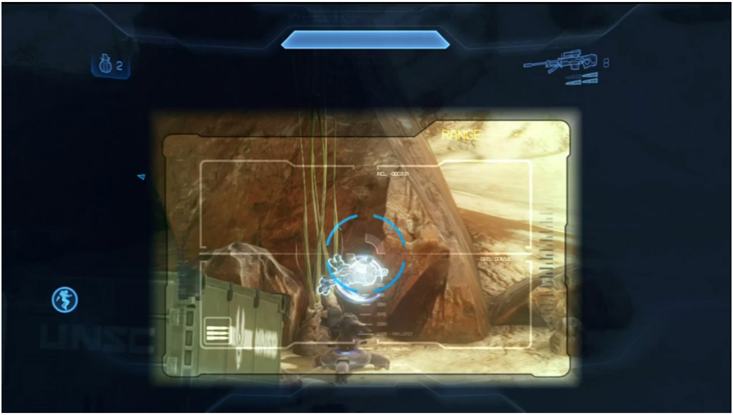
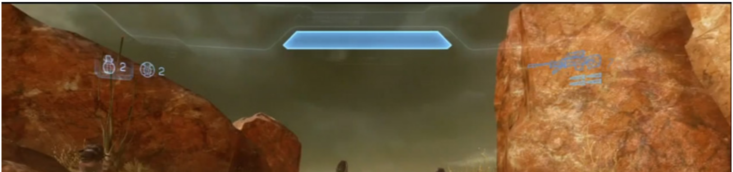
32
UNSC A.I. ROLAND







[1] You begin near a solid UNSC weapon's cache, which includes a Rocket Launcher and a Sniper Rifle. You will soon receive your first waypoint to begin the search for Thorne [2]. You don't have a convenient vehicle to hop into to start this operation. The early combat leading to the first waypoint is long-range in nature. You'll encounter some infantry, a manned Shade Turret, and Jackal Snipers, but one of the bigger threats are the Ghosts deployed by a Phantom [3]. They can really stymie an advance.



Thorne’s potential position is atop a hill, which gives the enemy located there a positional advantage as you try to make your way up it. Don’t be reckless; use the rocks on the hill to get the better angle on the Elites guarding the hilltop. After reaching the waypoint, you discover that Thorne is not there, and apparently never was. Covenant reinforcements begin to arrive at the foot of the hill.

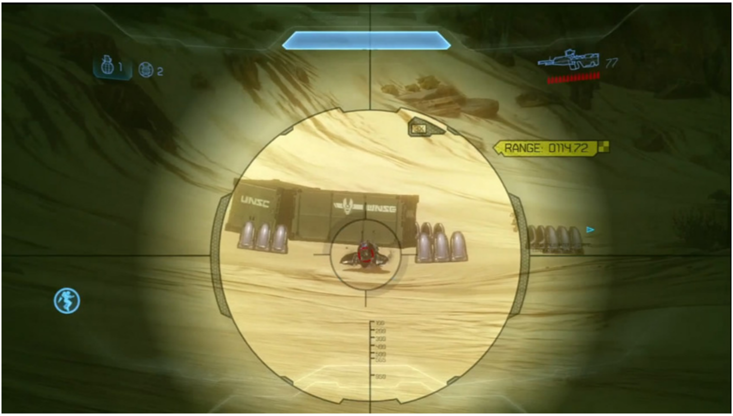
Objective Two: Neutralize Enemy Resistance

USE TO PLANT GRENADE

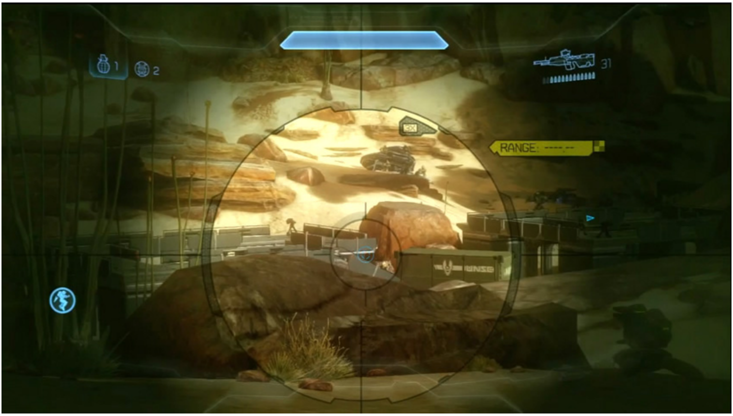
[4] The Phantoms favor the valley just at the foot of the path that leads to the hilltop. Expect the Covenant infantry to attempt to leverage against you the Plasma Cannons dotting the area. You can safely pick away at the enemy from afar, and this is the best way to guarantee your own security throughout the combat. During this assault, the Covenant will deploy a Wraith, so prepare to handle that situation. As you slice through the Covenant, you'll be given a new waypoint to search for Thorne.

Objective Three: Search for Thorne

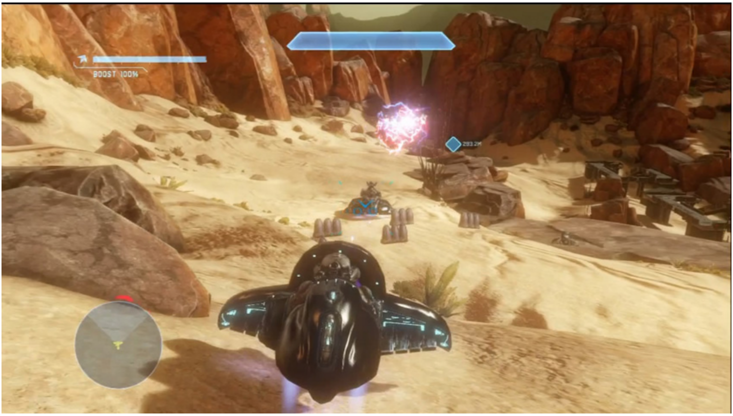
ELITE ZEALOT SLAYER - EXPERT
COMPLETE
1000 XP
KILL ELITE ZEALOTS AND RANGERS
UNS

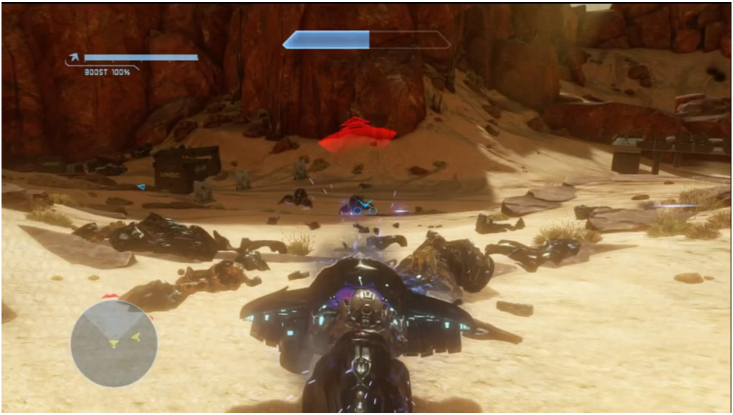


Phantoms just keep deploying more troops into the smaller box canyon [5], and that is where you're headed next. Expect multiple Ghosts and Elites patrolling the area connecting both sections of the Quarry.



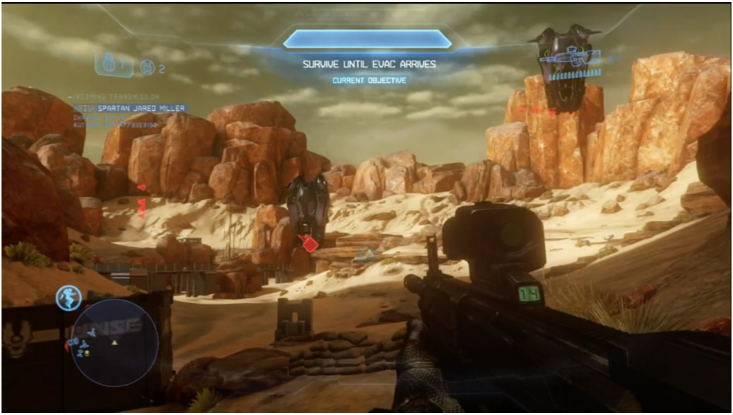
The central facilities of the smaller canyon are home to many Covenant, further compounded by the repeated Phantom deployments, including another hostile Wraith and a squadron of Ghosts [6]. Work from the perimeter and snipe while staying on the move. Until you can neutralize the Wraith as a threat, you do not want to sit still while plasma mortars are a factor.

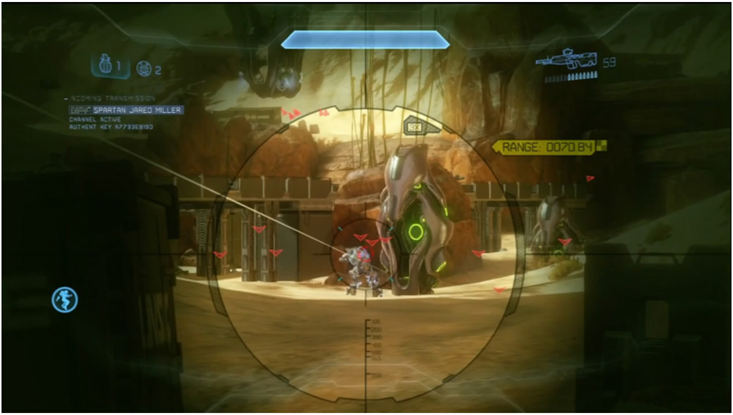


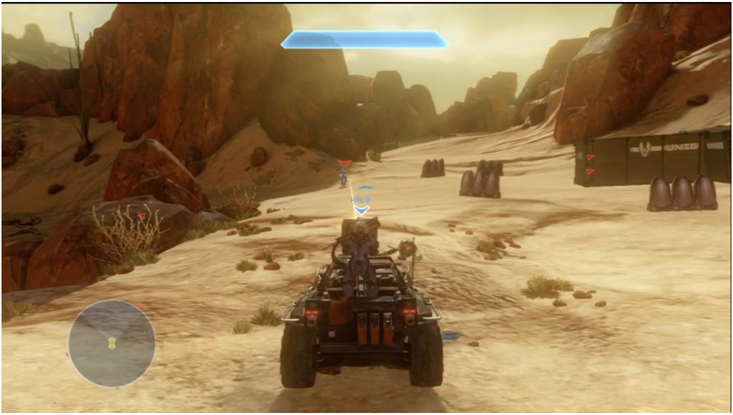


You can also take one of the many parked Ghosts in the upper areas of the smaller canyon, and use them to rush the Wraith. If you're playing with other players, you can quickly overpower the Wraith by using the speed and maneuverability of Ghosts to deliver a withering hail of Plasma Cannon blasts from multiple directions. However you manage the situation, once it is clear, get to the waypoint to search for Thorne [7].

Objective Four: Survive Until Evac Arrives



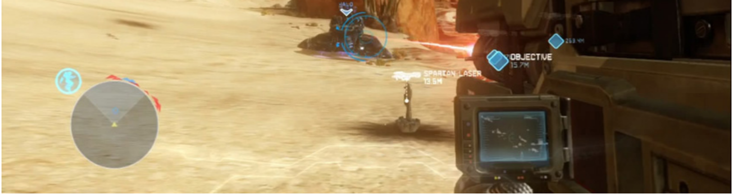




As you might have guessed, Thorne isn't at the waypoint. There are many UNSC Warthogs and Mongoose abandoned in the area, though. Evac is a ways out, and you have many Drop Pods landing all around the small canyon. One group is almost exclusively Jackal Snipers with Beam Rifles [8], so be careful about charging out at the enemy. It's actually not a bad idea to stick close to the abandoned UNSC vehicles and let the enemy come to you. More single-occupant Drop Pods deploy close to that position [9], but their troops tend to flee toward the center of the canyon to use the structures for cover. Sticking to the second search location [7] lets you put rounds into their backs as they retreat.

Another group of Covenant tend to stick to the large UNSC cargo container at point [10]. It may be tough to snipe at them from the second search location [7], so take a vehicle of your choice and eliminate them. After you take down the first waves of enemies, more will be deployed around the cargo container [10]. There is an abandoned Wraith parked near the central outpost of the smaller canyon [11] that you can use to make this entire section much simpler.

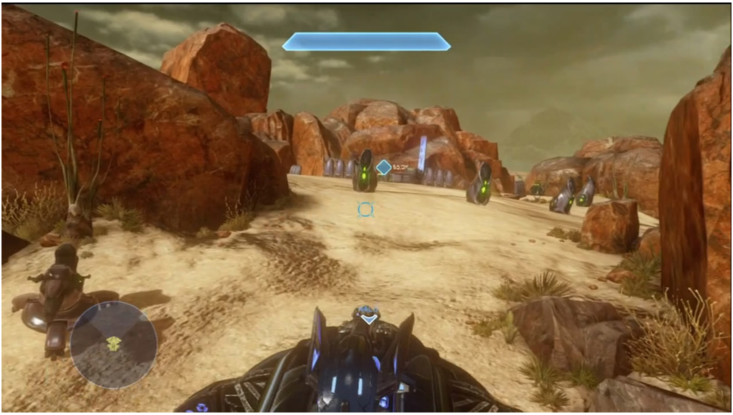
[12] Eventually, the Covenant try to send mass suicide Grunts after you. Hardly a real threat after all you've been through, so long as you don't try dancing in the middle of them.

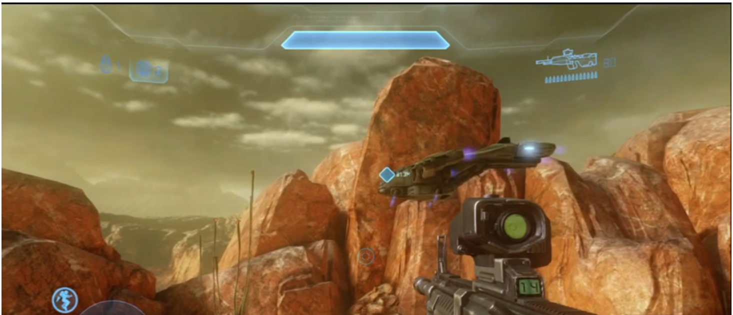


The Covenant eventually start to deploy multiple Wraiths, accompanied by Hunters, into the small canyon. This can be rough no matter how many allies you've got with you. Fortunately, the *UNSC Infinity* sends you some potent Spartan Lasers [10] in the event a Wraith of your own is unavailable. This last rush smells of desperation on the Covenant's behalf. Stick to ranged combat if you're without a Wraith, and use the Spartan Lasers judiciously. If it feels like you're going to miss, let go of the trigger and try to line up a better shot.

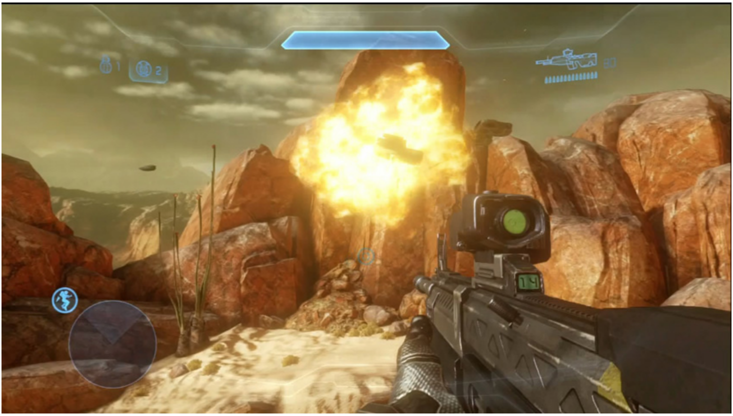
Once you survive this gauntlet of armor and walking worm monsters, the Quarry is cleared.

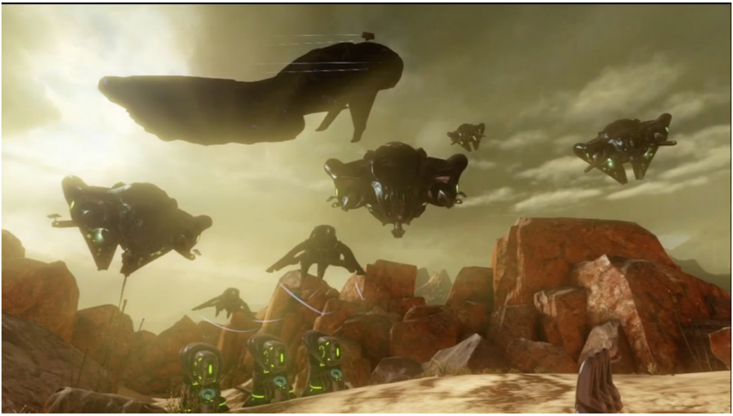
Objective Five: Move to Landing Zone





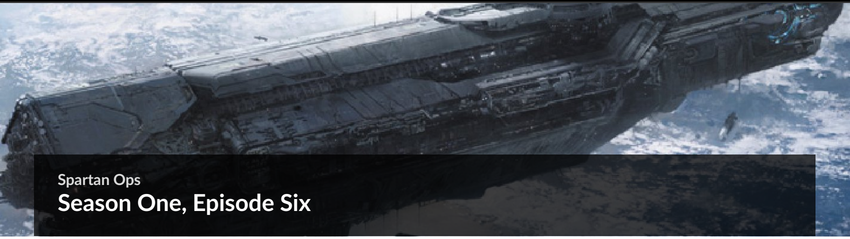
The landing zone for the Pelican is atop the hill you first searched for Thorne. Get over there and enjoy the ride back to the *UNSC Infinity* !





That ride is not meant to be. The Pelican is suddenly blasted out of the sky, and a massive squadron of Covenant Phantoms and Banshees begins to fill the skies, with a Covenant cruiser also hovering ominously in the distance. Not only was Thorne never in the area to begin with, it seems apparent that the Covenant actually created an elaborate trap that Fireteam Crimson fell right into. Spartan Miller's last transmission is to brace yourself, as things are about to get ugly.

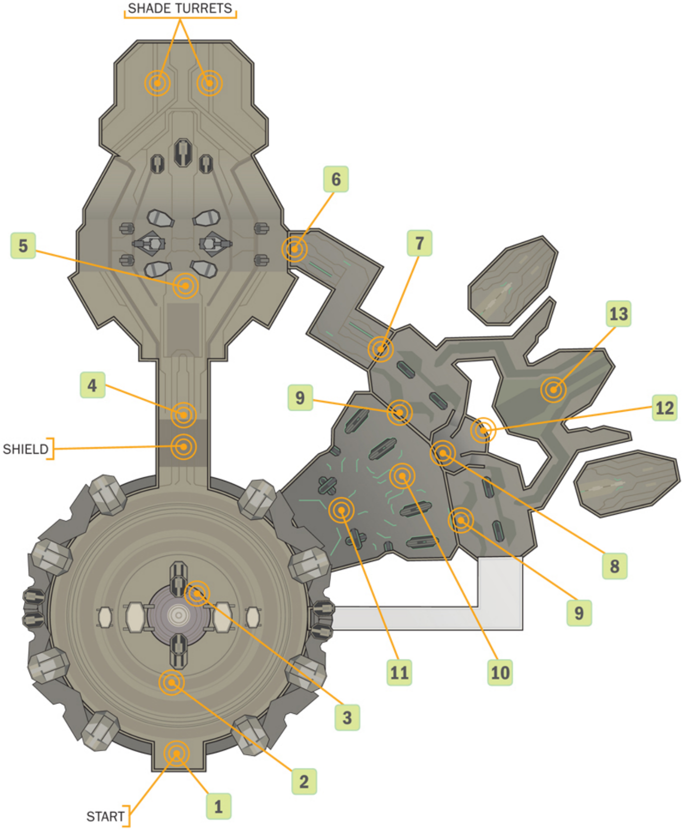
This concludes our coverage for Spartan Ops Episode Five. Stay tuned to find out what fate will befall Fireteam Crimson in the remaining 5 episodes of the season.



Spartan Ops

Season One, Episode Six

Chapter One: Escape Plan



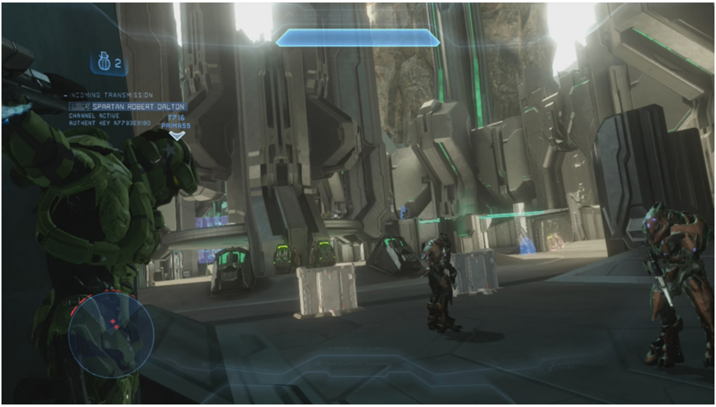
Despite the best efforts of Fireteam Crimson, they have been captured in the aftermath of their search for Spartan Thorne. Taken to a part of Requiem that remains firmly under the control of the Covenant, the situation from their perspective seems grim. However, the *Infinity* did not give up on these Spartans. As soon as they are tracked down, a plan is put into motion to give Crimson a chance to escape.

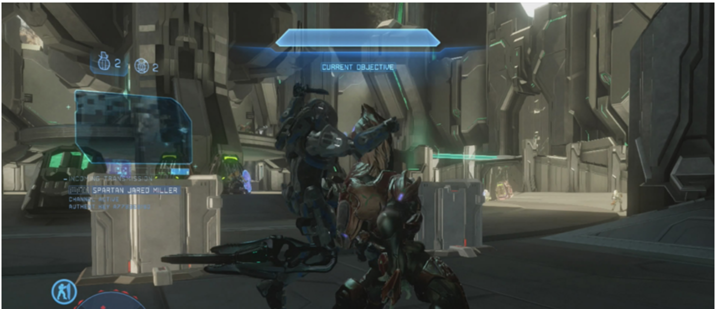
Welcome to the second half of Season One. Things are off to a very fast-paced start. After breaking free of captivity you will need to fight through a large Covenant force inside an unfamiliar facility, and clear an LZ for emergency extraction. You'll quickly discover that Fireteam Crimson are far from the only prisoners held by the Covenant, and you'll have to take the others into account while making your escape plans.

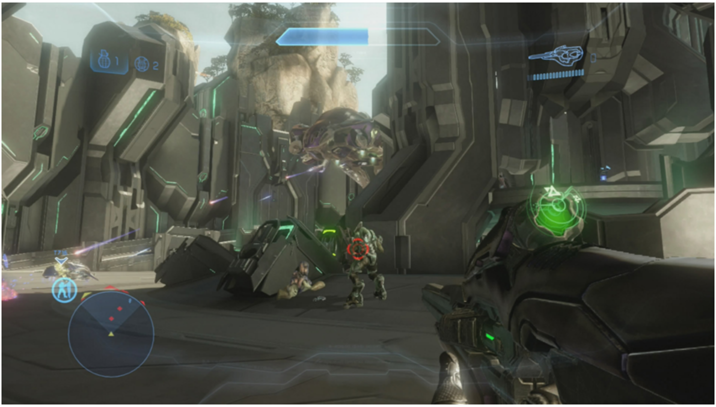
Map Location: Lockup

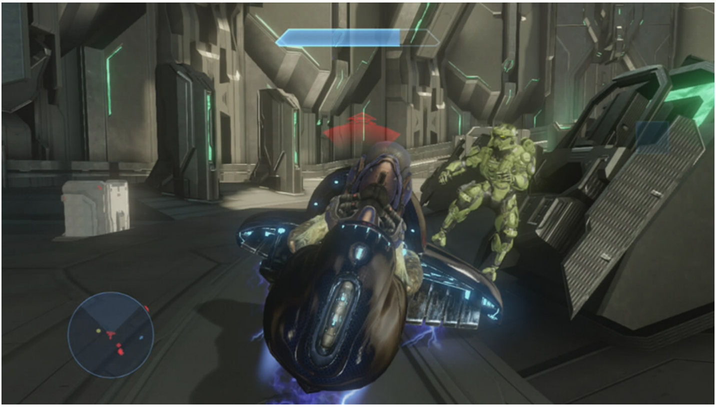
You don't get to set your loadouts for this mission, as you've been stripped of your preferred weapons by the Covenant. That said, the Magnum you acquire almost immediately is still quite handy, and there are plenty of Covenant weapons for you to take for yourself. The Covenant Carbine is among the most useful. If you're working with allies, coordinate the use of Plasma Pistol charged shots and any headshot-capable weapon.

Objective One: Eliminate Guards









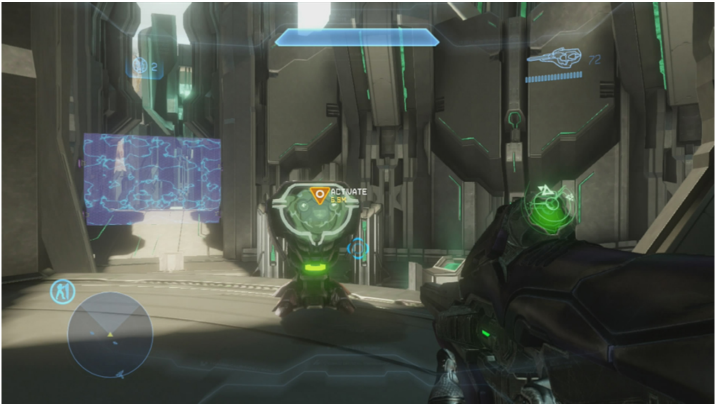
[1] You begin this mission restrained to a wall, awakening under the care of a pair of Elite guards. *Infinity* zeroes in on your location and calls in an air strike that distracts your overseers and allows you to break free from your shackles. Assassinate both Elites, and get ready for a brawl. Directly across from where you start, you can find Hardlight Shields, which can be a real lifesaver early on.

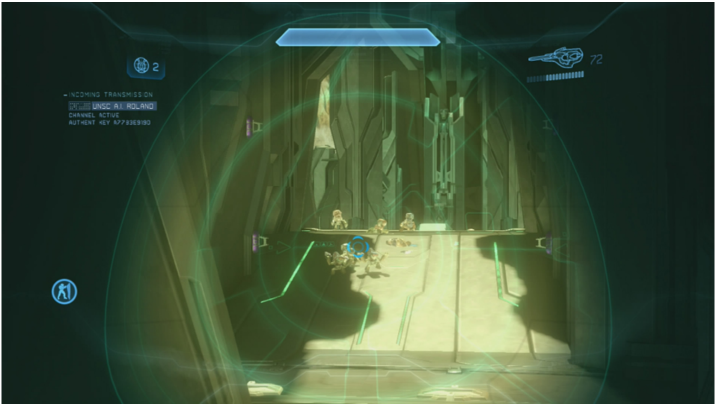
The starting room is large and circular in design. At its center is a raised platform that gives the enemy elevated firing positions on nearly the entire room. Ramps ring the room, granting you access to bridges that connect to the central platform. Small pieces of cover near your starting position will let you get situated, but you generally do not want to rely on sticking close to where you begin. Deal with any hostile Covenant Carbine-equipped Jackals first, then advance forward toward more advantageous positions. You can locate fresh Covenant Carbines, Storm Rifles, and Plasma Pistols on weapon racks close to your start position. [2] On the other side of the room from where you begin is a shielded passage that is your only way out of the area.

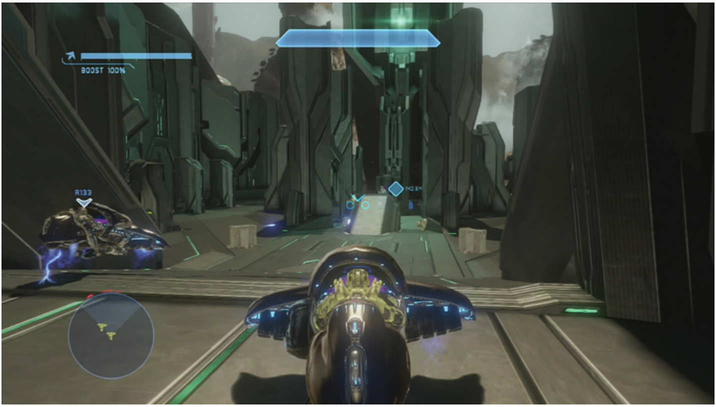
Your initial goal here is to eliminate all Covenant in the sector. After gunning down most of the first set of hostiles, Phantoms begin arriving with reinforcements, including Ghosts. Do what you can to kill Ghost drivers so that you can take the vehicles for yourself. It is possible to preserve a Ghost for the nearly the entire mission, which can make life much easier.

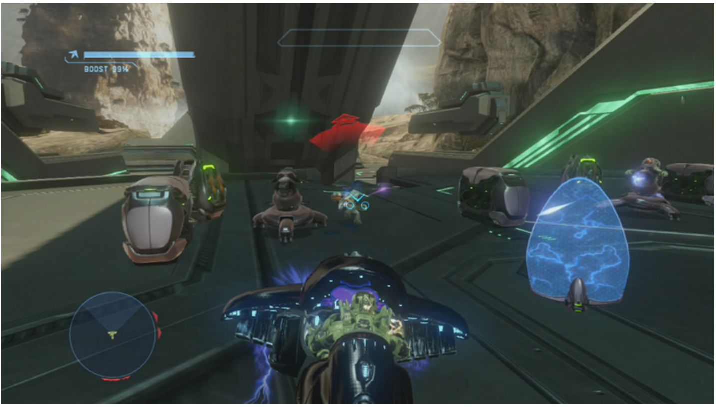
After eliminating multiple waves of Covenant, you are ordered to press forward. To do that, you'll have to do something about the shield.

Objectives Two and Three: Disable Shield Generators, Move to Evac Zone







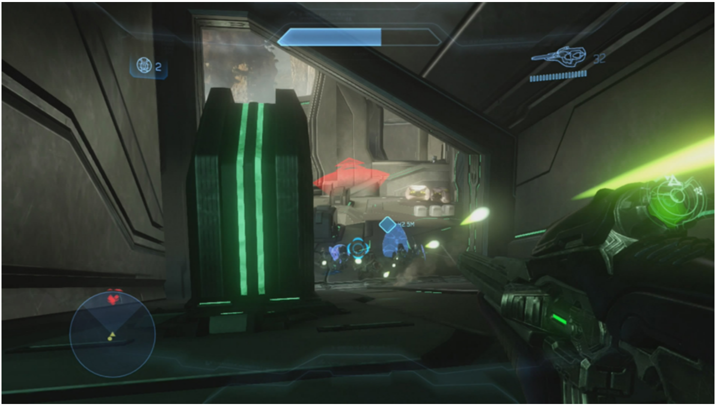


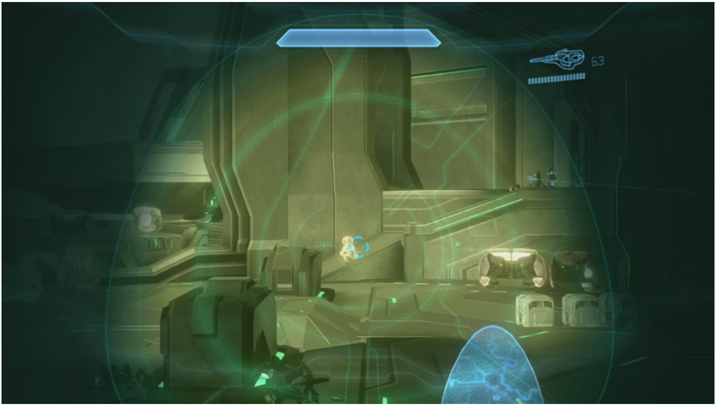
[3] The shield generator controls are atop the central platform. First, deactivate the shield. A little ways past it [4] are a swarm of Grunts and another pair of Ghosts. If you still have a Ghost of your own, it's possible to get many roadkills on this new wave of enemies, but it is safer to hang back and bombard the enemy as they come to you. Again, try to preserve the Ghosts in some way, especially if you're working with friends. Multiple Ghosts on your team can make the next encounters easier.

[5] Similar to the room you start in, this area contains a central structure surrounded by open terrain that is perfect for Ghosts to use. However, the central spires in this section do not support an elevated sniping position. At the far edge of this area, a pair of Shade Turrets are set up to catch reckless Ghost thieves. You might be tempted to power through the large groups of enemies with a Ghost—just watch the terrain and avoid getting flipped over by obstacles or disabled by surprise Plasma Pistol charge shots if you do.

In addition to the Covenant stationed here, multiple Phantoms and Drop Pods disgorge more troops into the area, including more Ghosts in the mix. After several waves of hostiles are defeated, stragglers in the final wave are marked on your HUD. Eliminate them to complete this objective.

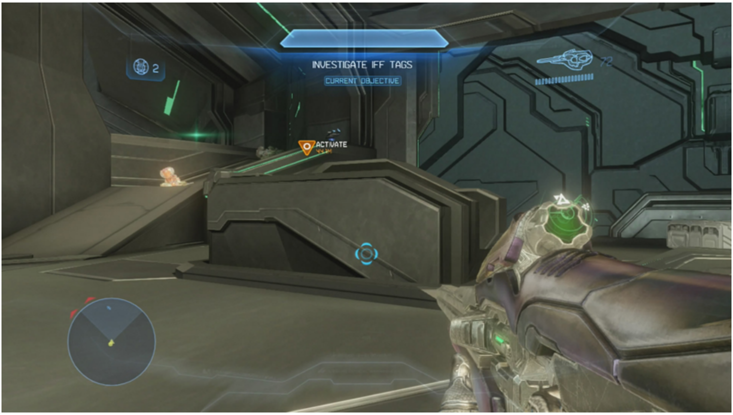
Objectives Four and Five: Steal Phantom, Investigate IFF Tags



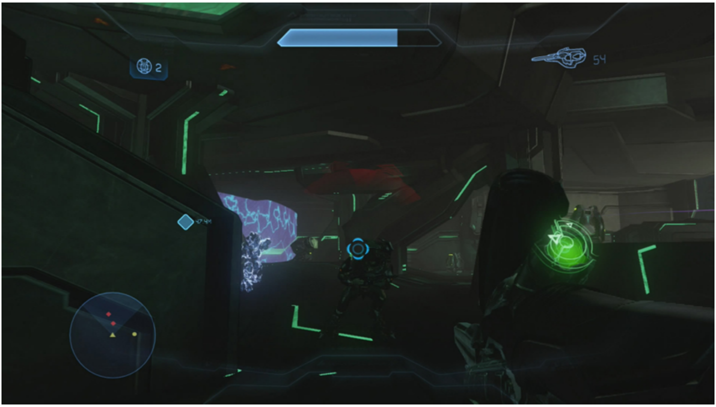


[6] *Infinity* detects a number of Phantoms parked at a nearby landing pad, and Spartan Miller suggests that they might be your ticket to freedom. A door control is marked for you to trigger, which will reveal a corridor that descends. You'll encounter Covenant throughout this section, so be careful of surprise Fuel Rod Cannons at these short ranges. Eventually the corridor takes you to the landing pads where the Phantoms can be, with another Covenant squad standing guard at the mouth of the corridor [7]. If you're still packing some Frag or Plasma Grenades, you can quickly break this group.

[8] After destroying any resistance at the landing pad, Icebreaker Squad's IFF tags are detected in the nearby large structure to the right of where you arrive at the landing pads. You're ordered to a new waypoint to gain entry to the building.

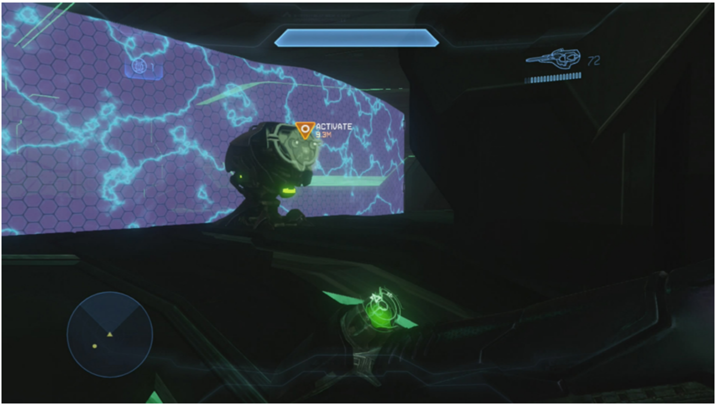


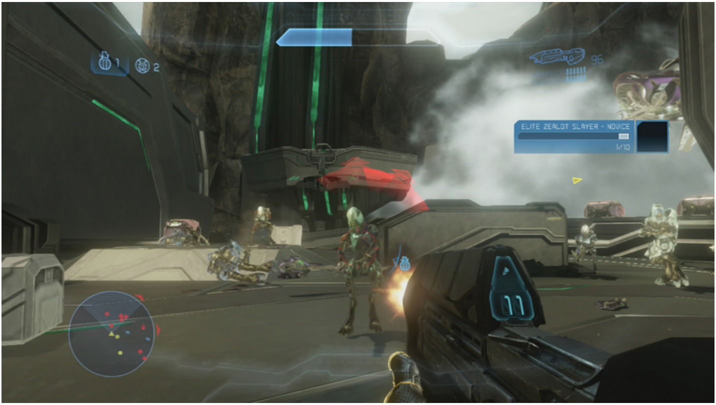
If you explore the outdoors area before entering the building to seek out Icebreaker Squad, you might notice that the structure in which their tags were detected has two large, and currently sealed, doors [9]. Remember these, as they will be important!



[10] The inside of the structure is guarded by numerous Elites, and shortly after making contact with them, Promethean Crawlers make their presence felt in support of the Covenant. Don't commit to pushing into the room right away! You can use the small entrance [8] to funnel aggressive foes toward you until you feel safe about rushing inside. After the enemy is wiped out, you can set the survivors of Icebreaker Squad free, and the Marines are more than happy to join in on the great escape.

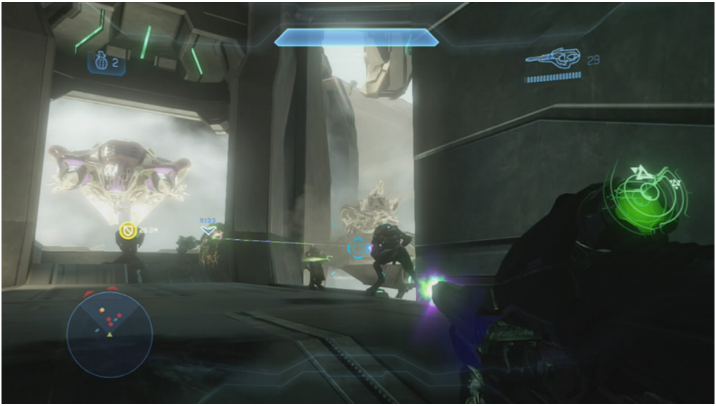
Objectives Six and Seven: Release Captives, Defend Lt. Murphy

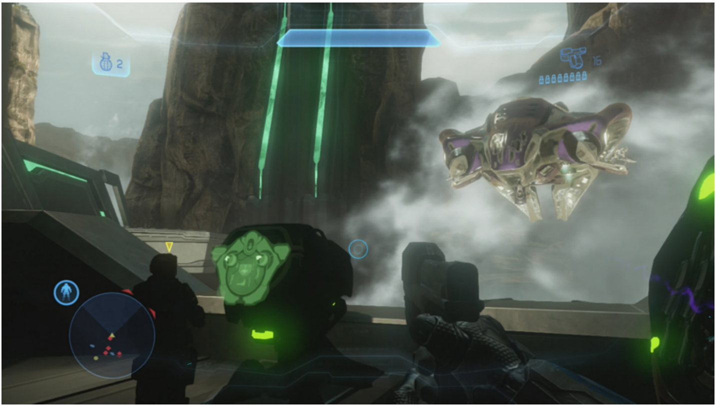




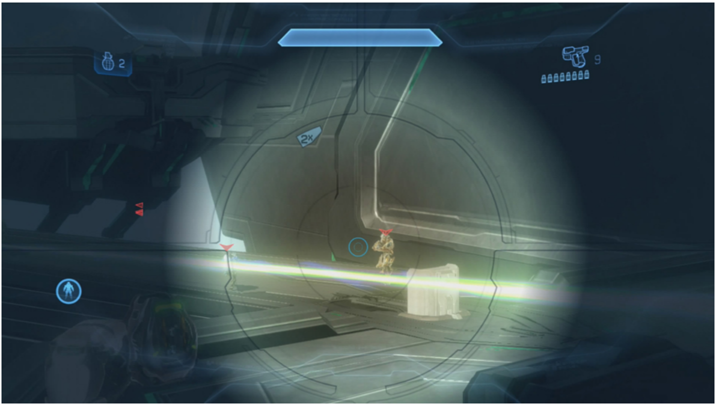
[11] Activate the marked controls to free the Marines. As they set about arming themselves with any available weapons, you're introduced to their leader, Lieutenant TJ Murphy. He's more than willing to help Crimson acquire a ride so they and his Marines can all go back to the *Infinity* . The first order of business is to hold off the Covenant counterattack.

Your motion tracker will indicate a significant Covenant force being deployed on the landing pads outside of the holding area, and your first instinct may tell you to cover the entrance you originally used to get inside. Do not do this! The enemy instead opens the sealed doors [9], and Elite Zealots are at the forefront of this assault. If you're alone, this can be a very rough battle. Even with fellow Spartans at their side, you can expect the Marines to sustain heavy casualties. As cold as it sounds, it's just to be expected. A full team of Spartans can split their forces equally between both entrances, and with judicious use of Plasma Pistols and Covenant Carbines, you can thin the enemy out before they get close enough to use their Energy Swords.



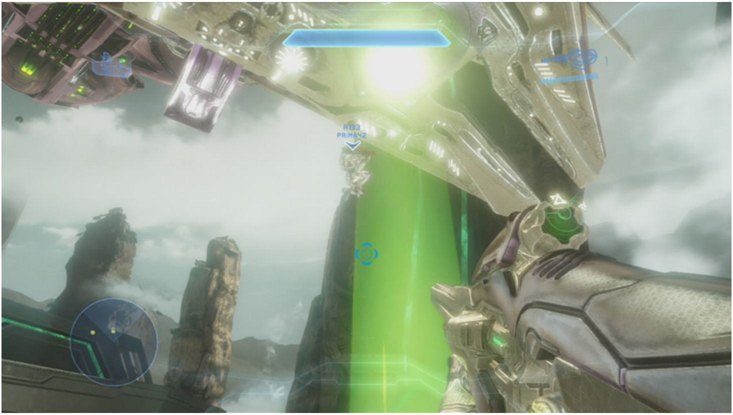


[12] Lt. Murphy will make a run for a control panel that you hope will grant you access to a Phantom. During this time, expect multiple waves of Covenant to be deployed near the now-open doors [9]. These locations flank Lt. Murphy's position, and the enemy will come after him if you don't stop them first. These new hostiles include many Jackal Snipers and Rangers, all armed with Covenant Carbines. Throughout all of this, a Phantom is harassing Lt. Murphy while he manipulates his control panel.



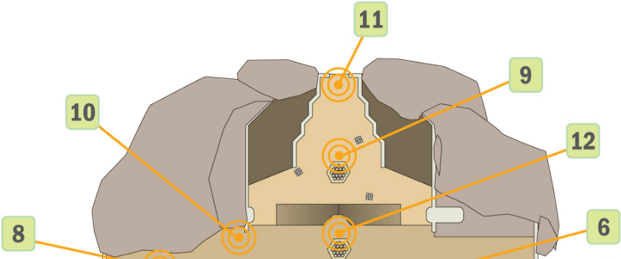
Eventually, the Phantom deploys the last set of troops in a desperate attempt to eliminate the UNSC captives. This is the home stretch! Watch out for Elite Commanders armed with Fuel Rod Cannons as the struggles reaches toward a conclusion.

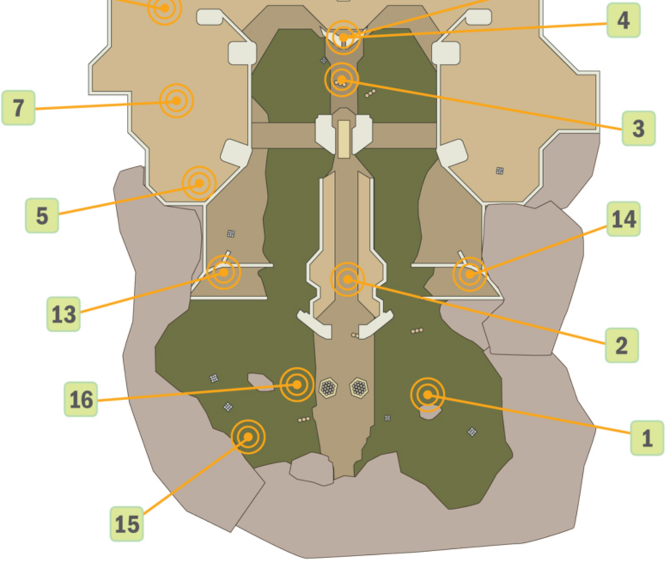
Objective Eight: Move to Phantom



[13] With the Phantom emptied of its Covenant occupants and awaiting new passengers, it’s time to go home. Just run to the green gravity lift it deploys. You have survived your very brief stay at the Lockup!

Chapter Two: All The Secrets





The Covenant are convinced that the Phantom stolen by Fireteam Crimson and Lt. Murphy still belongs to them, and forces the dropship to land at a secured facility. This becomes a new opportunity for the UNSC to discover more about what the Covenant have planed on Requiem. So much for that safe trip home.

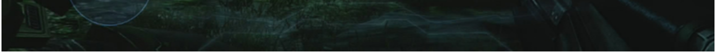
This detour could turn into an unexpected boon for the UNSC forces. Tear through the Covenant assigned to protect the base, and access the Covenant battle net. Roland will use a virus to pull important information from the network. This data theft will not go unchallenged, so expect multiple waves of reinforcements to block your path as you move through the facility. Eventually, you must destroy a pair of Covenant terminals and clear a safe landing zone for Lt. Murphy's Phantom to come retrieve you.

Map Location: Control

Your only foes this time around are Covenant, though you can expect a significantly larger number of Elites during this mission, so always be prepared for that. The Plasma Pistol and any other headshot-capable weapon are useful, as always. However, during the final battle of the mission, the Covenant begin sending Hunters and Banshees after you. You'll want to locate Fuel Rod Cannons or Rocket Launchers to deal with them. We highly recommend that all of your loadouts include a Jet Pack, which is a big help when trying to reach cover or good firing positions on the enemy.

Objective One: Eliminate All Enemies

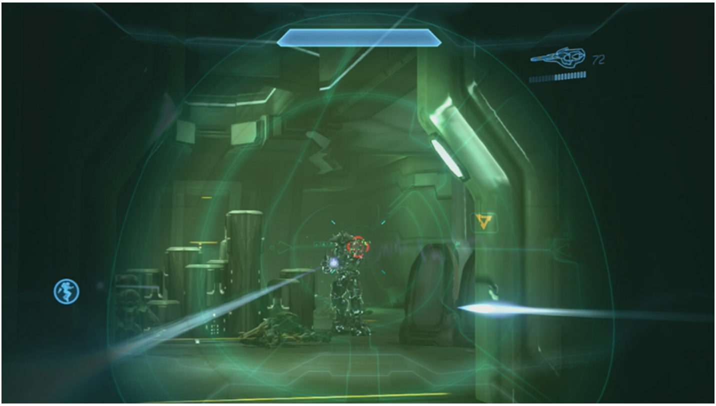
2
CURRENT OBJECTIVE
23
INCOMING TRANSMISSION
UNSC A.I. ROLAND
CHANNEL ACTIVE
AUTHENT KEY A7783E919D
08
UNSC

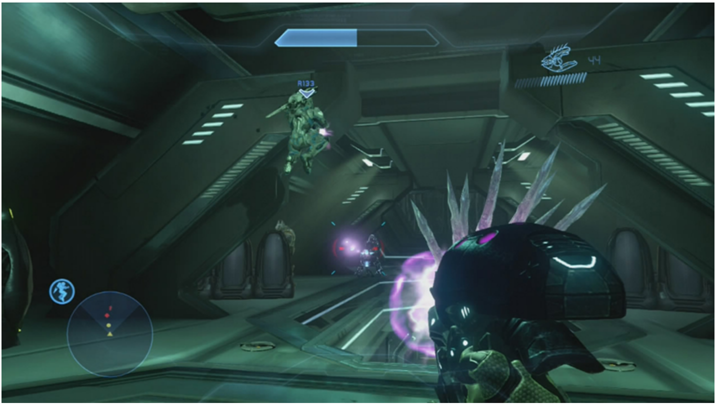


[1] Your starting point is at the foot of a multi-tiered facility, with plenty of open terrain between you and where you ultimately need to be. There are Covenant patrolling the area close to the start locations, specifically a number of Elites, and a Ghost. Once the shooting starts, the whole facility goes on alert. Generally speaking, it's OK to stick near the start position, as there's good cover to take advantage of during the initial enemy encounters. The rest of the Covenant either spread out toward the middle structure of the starting field [2], or stick close to the ground-floor entrance to the facility [3].

Snipers are called out by Spartan Miller, mixed in among the rest of the ground troops. Of course, you may realize this when you see the first shot whiz past your head. There's ample cover to use to avoid being sniped. If you're using a Ghost taken from the enemy, you can easily juke his shots and counterattack, but don't ignore the other Covenant in the process. Eventually, remaining Covenant are marked on your HUD, and you can finish clearing the area.

Objectives Two, Three, and Four: Unlock Forerunner Door, Access Covenant Computer, Unlock Forerunner Door Two



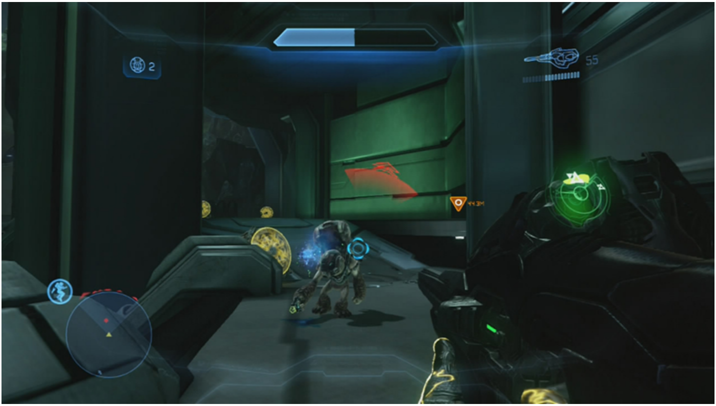


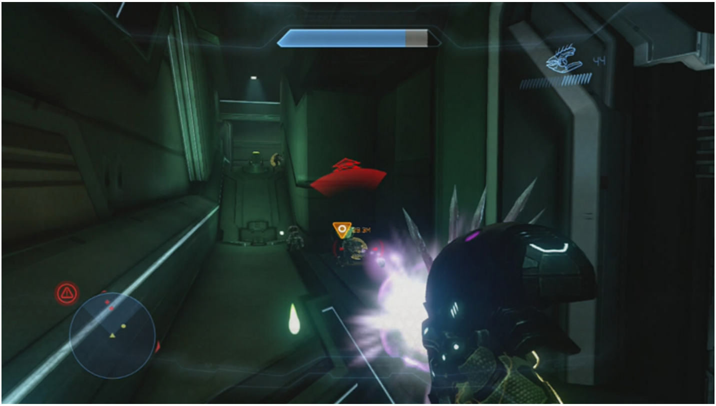
ACCESS COVENANT COMPUTER
CURRENT OBJECTIVE
15
A133
PRIMA42

After crushing the Covenant resistance, a sealed door will be marked on your HUD [4]. Opening it reveals a short corridor leading to a pair of ramps that take you to the second level of the facility. A squad of Covenant have formed a defensive line between you and the ramps. After cutting through them and climbing up to the second level, you find another enemy squad that is backed up by a pair of mounted Plasma Cannons. Don't rush to the second floor carelessly; the close quarters makes the Elites particularly dangerous. There's a cache of Needlers at the top of the ramps that can make dealing with the second-floor Elites easier. Once you deal with all the Covenant inside the corridors, the computer you need to access is assigned a waypoint. After Roland works his magic on the console, open the indicated door and proceed to your next objective.

Objective Five: Access Second Covenant Computer

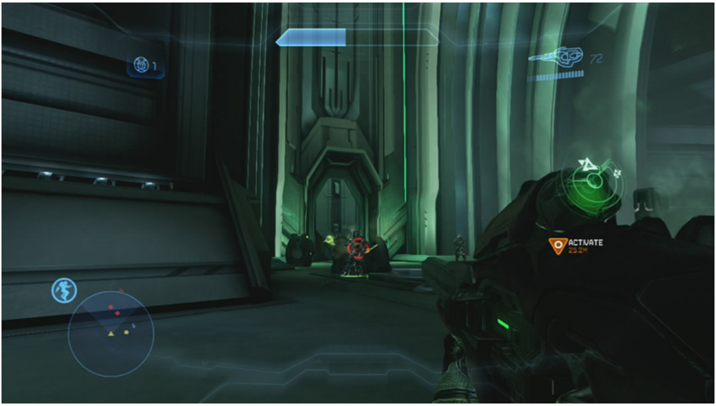
ACCESS SECOND COVENANT COMPUTER
CURRENT OBJECTIVE

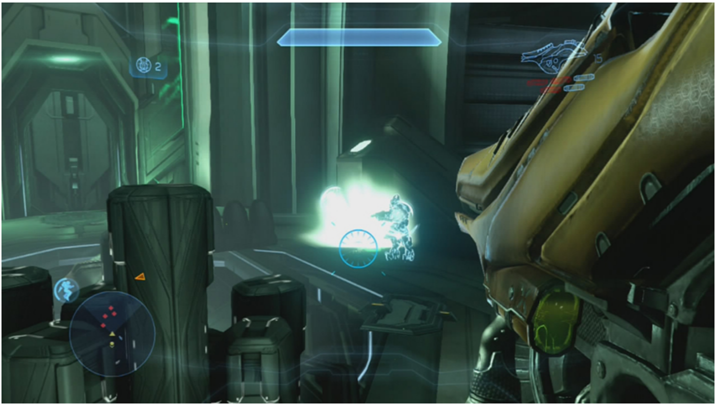


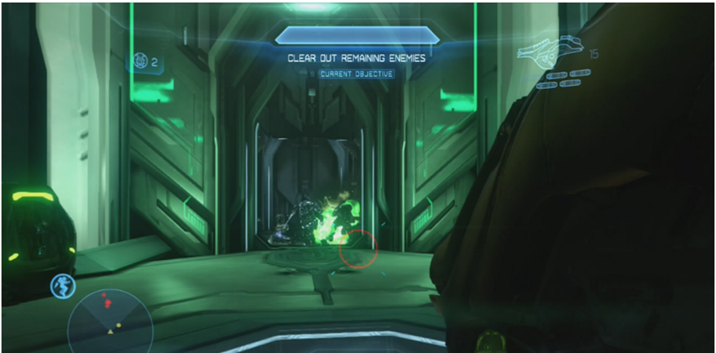


A new Covenant computer is indicated on your HUD, just as more enemy reinforcements begin making an appearance on the second level, intending to block your path [6]. The Phantom that deploys them sticks around for a short time to harass you with its weapons, so using the Shade Turret near the first computer [5] isn't a safe plan. Use the natural cover of the facility and advance toward the second computer [7]. There's another ramp that leads to the third level of the facility, and more Covenant rush down it to confront you [8]. Clear the area of hostiles, then use the computer.

Objectives Six and Seven: Access Third Covenant Computer, Clear Out Remaining Enemies

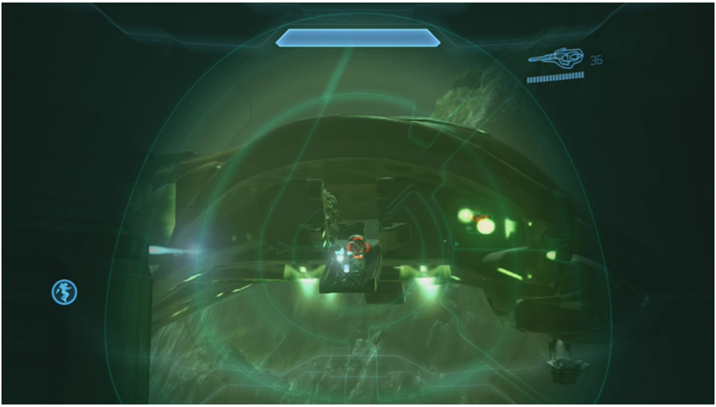


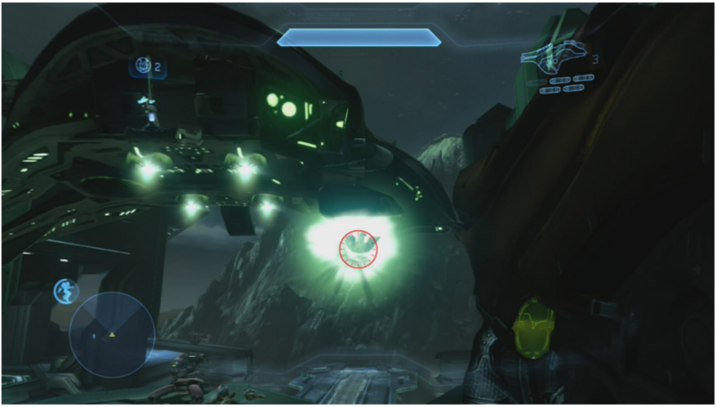




[9] The third computer is on the highest level of the facility, and is surrounded by another Covenant squad made up primarily of Elites. Use the ramps for cover, and if the Elites rush you, fall back. Surprisingly, no reinforcements come to help this squad, so as soon as you wrap up your business with them, activate the third computer. Don't miss out on the weapon cache filled with Fuel Rod Cannons near the third computer [10], as you will soon find good use for that sort of firepower.

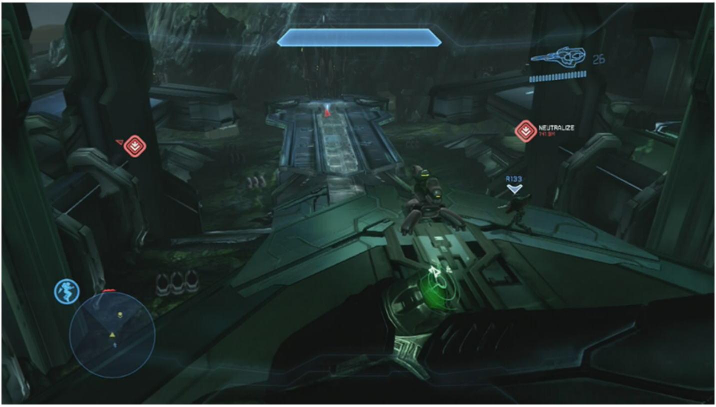
Hacking the three computers has triggered a fail-safe measure that has locked Roland out of the system while stirring up the figurative hornet's nest. You need to destroy a pair of terminals located inconveniently back on the ground level of the facility, almost on the other side of the map. Compounding this, a door near the third computer opens up [11], revealing some very angry Covenant, including Elite Zealots. With proper application of the Fuel Rod Gun, you can make it so that most of these hostiles don't even survive the door being opened.

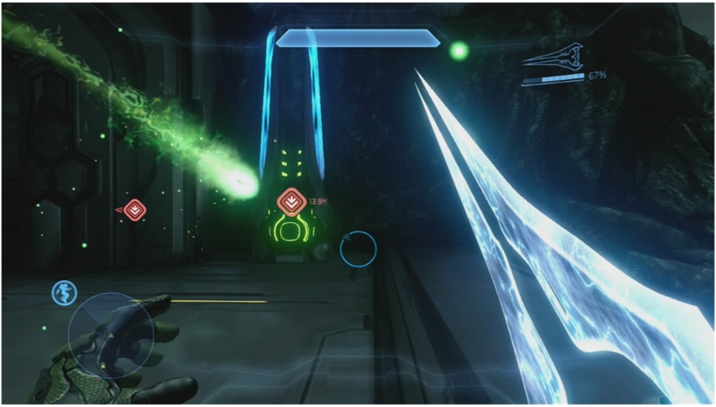




Now that they're dead, a Phantom flies into the area to deploy more enemies on the lower level [12]. The pilot foolishly presents the side of his craft as he prepares the troops for deployment, which allows you to score headshots on many of the Grunts inside before they can even jump free. The Phantom quickly flees once its troops are eliminated.

Objective Eight: Destroy Covenant Terminals

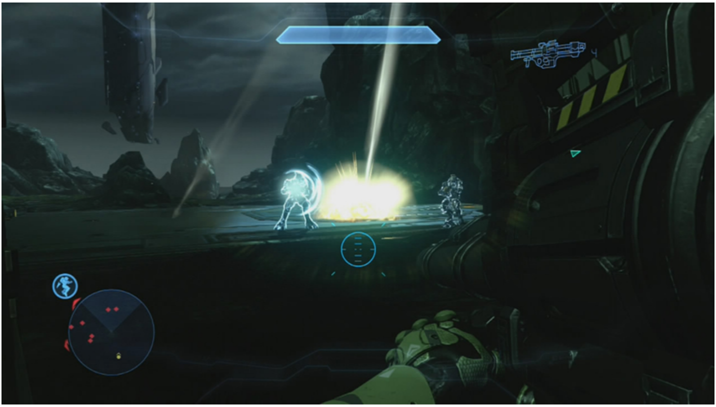


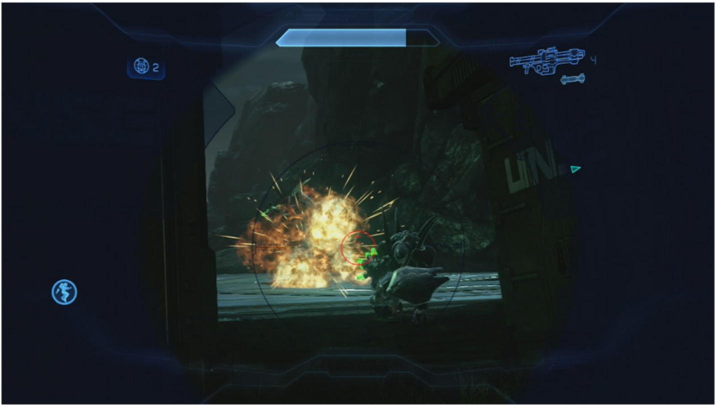


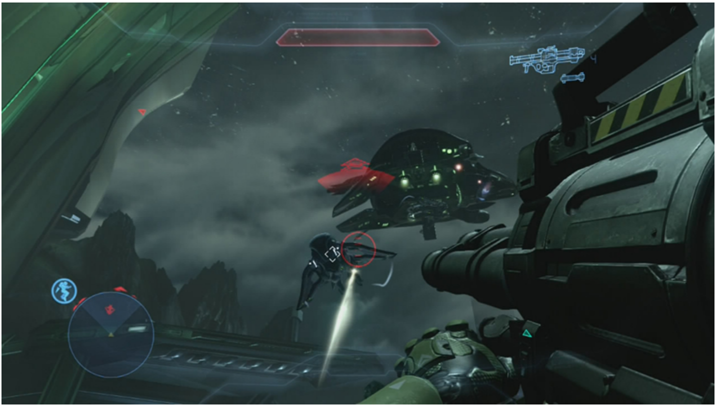
2
10
INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE

[13] [14] Destroying the Covenant terminals can be surprisingly simple with a Fuel Rod Cannon and smart use of the Jet Pack. Get down to the ground level as quickly as possible, making your way toward the place where you started this mission. The sooner you arrive there, the better, as hostiles arrive via Drop Pod into the ground level, roughly in between both terminals. If you stay on top of the middle structure [2], you have excellent sniping positions on all hostiles on the ground level, and you can destroy both terminals easily with Fuel Rods from that vantage point. Take out the terminals, and get ready for one final brawl to end this mission.

Objective Nine: Neutralize Hostile Force



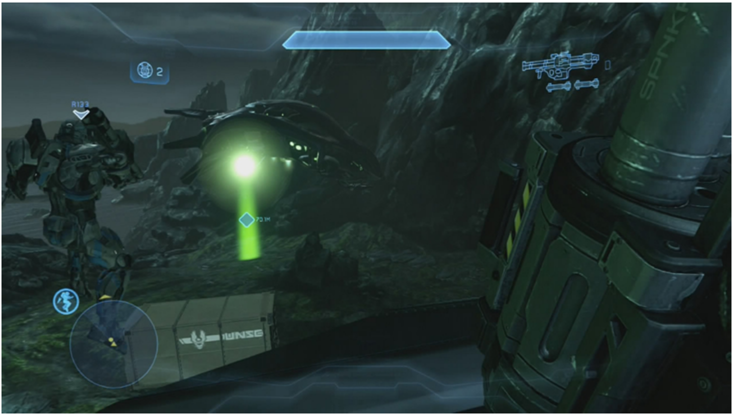




Lt. Murphy needs you to ensure that he's got a clear landing zone to pick you up, and, of course, the Covenant are on their way to stop you. Fortunately, the *Infinity* support team detects a very useful UNSC weapon cache filled with Rocket Launchers [15]. You're going to need them. Phantoms and Drop Pods begin making a series of deployments throughout the facility's ground level, including Hunters with Elites dropped close to the weapon cache [16]. The Phantoms that deploy troops and provide close air support are accompanied by Banshees—arguably an even greater threat. Work on taking out the Hunters first, but make sure you are prepared to plant a rocket right in the face of any oncoming Banshee. They can be incredibly troublesome with their ability to evade locked-on rockets, but don't get so focused on taking out a Banshee that you place yourself in the line of fire of all the ground troops in the area. It's possible to drive off the Phantoms sooner if you take out all of their guns, which isn't a bad goal to shoot for. This can be a tough battle to survive, so don't be too discouraged if you are taken out a few times.

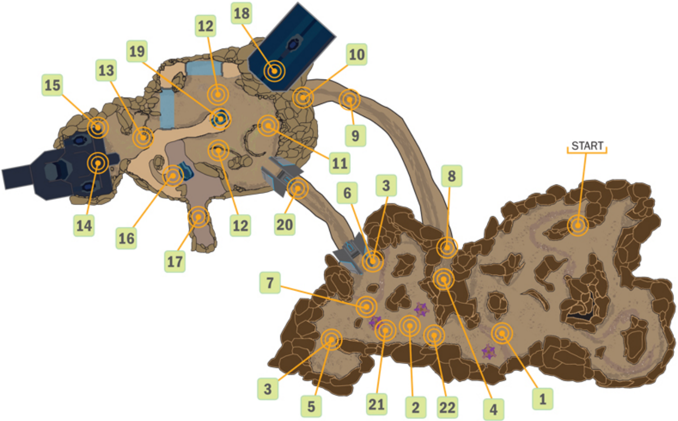
The UNSC weapon cache provides a steady supply of Rocket Launcher ammunition, so don't be afraid to go wild on the ground troops once the skies are clear. As with other similar objectives, once you thin out the enemy's numbers, stragglers are marked on the HUD for execution.

Objective Ten: Rendezvous with Phantom



Once you eliminate all hostile contacts, Lt. Murphy's Phantom comes to retrieve you where he originally dropped you off, and the mission comes to an end.

Chapter Three: Need to Know



The intel provided from the Covenant battle net has revealed an extensive underground Covenant facility, which means that yet again, Fireteam Crimson is assigned a mission deep inside enemy-held territory. Their mission is to uncover the full extent of the Covenant facility, and then take any manner of valuable information they can find while disrupting the facility as much as possible.

The mission starts off as a silent infiltration into the surface camp that guards the entry to the facility, but inevitably turns hot. The Covenant have fortified much of the underground caverns, protecting them with Elite Zealot teams and standard Covenant infantry. Prometheans begin to teleport into the area to assist the Covenant as you travel farther into the caverns. Reaching the data you need is only half the mission. Once you've taken the information, you are forced to fight your way through a combined Covenant and Promethean force sent to cut off your escape.

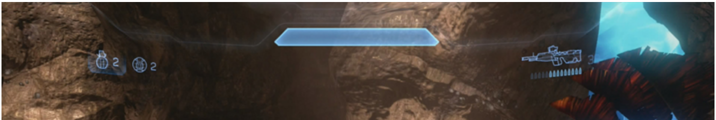
Map Location: Warrens

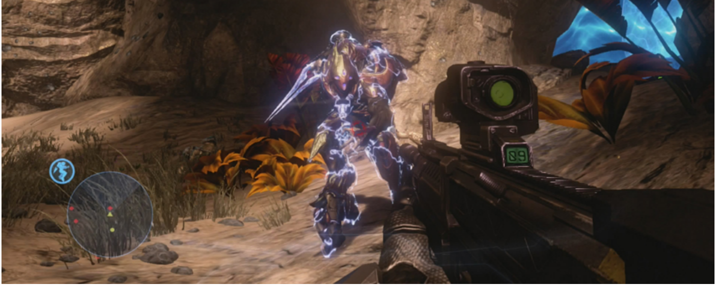
Beyond the usual calls for a precision headshot weapon and a secondary weapon that can easily break shields, the usefulness of a Jet Pack cannot be stressed enough, particularly when you reach the actual underground section of the mission. Be prepared to get flexible and make use of Covenant Banshees during the mission, as your skills in flying through underground caverns will be put to the test. We also recommend the Ammo upgrade so that you can horde larger quantities of ammunition for your weapons. In particular, the Fuel Rod Cannon can be very useful throughout the first half of the mission.

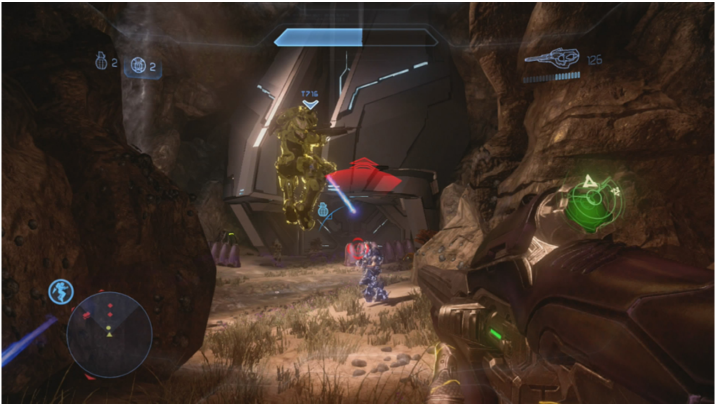
Objectives One, Two, Three, and Four: Infiltrate Covenant Camp, Scout Camp, Open Main Door, Clear Out Covenant Forces

2
COMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
CURRENT OBJECTIVE
33.2M
28
14

2
INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
SCOUT CAMP
CURRENT OBJECTIVE
35.9M
33.1M
56
14







[1] Deployment on the surface goes smoothly. Almost too smoothly. Hold your fire for the moment! After a short walk without encountering any active resistance, you come across a number of Grunts sleeping on the job. Take out the indicated Grunts quietly, in order to remain unnoticed for now. [2] If players stealth kill the Grunts [3], then also quietly kill the Elite in the alcove [4] at the Computer terminal, they will have the ability to interact with the console and send an Airstrike on the area. This will kill some of the remaining Covenant forces. In addition, inside the Cavern there are 2-3 Gravity Hammers that are hidden.

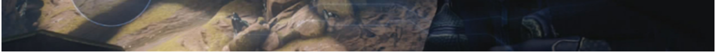
Don't miss out on the Fuel Rod Cannons in one of the weapon caches in the camp, as they can be quite useful in the near future [5]. Judicious use of these weapons can allow you to easily work your way through many encounters throughout the mission.

No reinforcements come to help the camp guard force during the ensuing struggle, so once you've put them all down, the area is secured for the moment. You're now asked to open the entrance to the underground and continue your reconnaissance. The door will be marked on your HUD [6]. The controls, unfortunately, do not open the door, but they does summon a Phantom full of Covenant looking to investigate why there are so many dead comrades around the entrance they were supposed to protect [7]. This force is composed primarily of Elites, including several of high rank. Use the terrain to your advantage and take them out.

Objectives Five and Six: Shut Down Barrier, Enter Passage

1
ACTIVATE
17.2M
T716

1
126
T716
PRIMASS

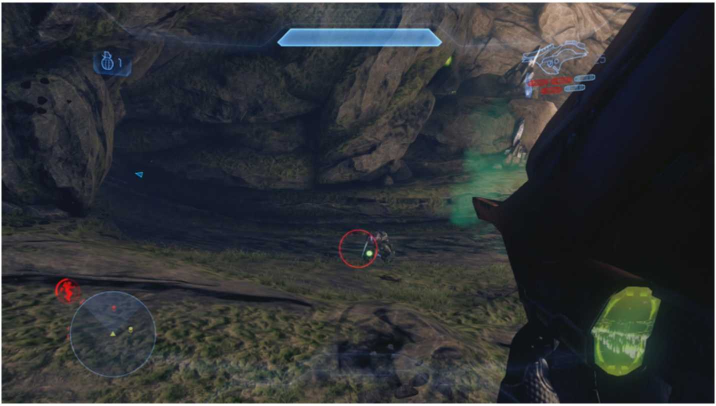


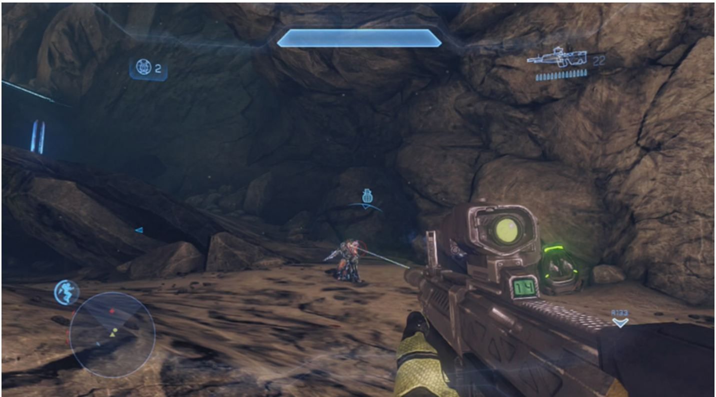
[8] The alcove that held the Elite Zealot is your alternate entrance to the underground facility, but a shield barrier blocks your path. A convenient console near it will let you pass through the barrier. The cave beyond the barrier is narrow and quiet, but the silence is soon broken by the presence of three Active Camo-wearing Elite Zealots [9]. Two retreat to a lower level of the cavern, but one sticks around. Make sure you deal with him before you proceed.

[10] You have an excellent opportunity to do some long-range wetwork before you drop down to the lower level, so use it. Kill any Grunts you can find, then drop down. Be careful about this! The fall is far enough to cost you shields, and if you fly too high from the perch with a Jet Pack before falling, the landing can kill you.

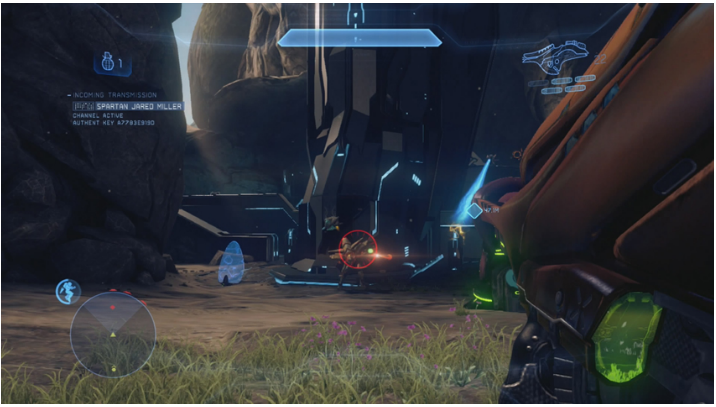
Take some time to check out the whole cavern from the high perch so that you can get a feel for all of the interconnected pathways and bridges. This is why we suggest the Jet Pack so ardently!

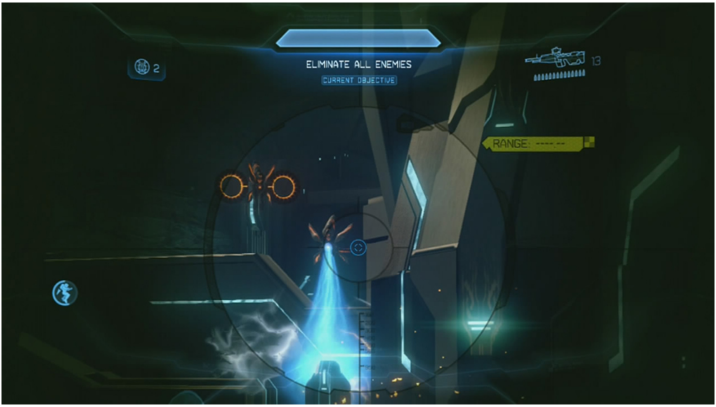
Objectives Seven and Eight: Investigate Cave, Activate Lightbridge





[11] If you've cleared out the bottom level before leaping down, the area around the waypoint should be quiet, and you're given a new waypoint that is deeper in the cave. The remaining two Zealots come forward while using their Active Camo [12]. Make certain they are dead before you proceed farther. If you move forward too quickly, you could find yourself flanked by both of them!

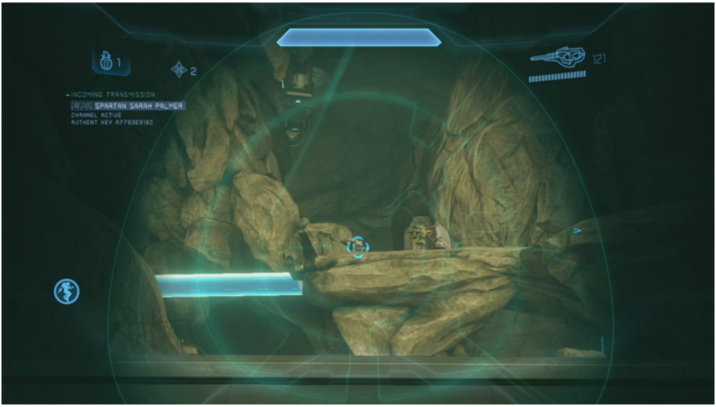


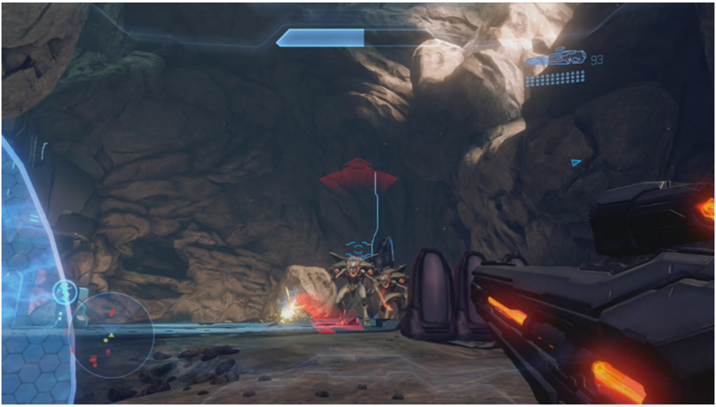


[13] The paths leading to the waypoint have token resistance from some Grunts, but it isn't until you reach the facility ramps that you encounter major resistance in the form of Promethean Knights and Watchers. Once you reduce this group's numbers enough, remaining hostiles are marked on your HUD. Be careful about charging up the ramps, as the Knights occasionally stick close to them on the upper level of the facility to try to ambush you [14].

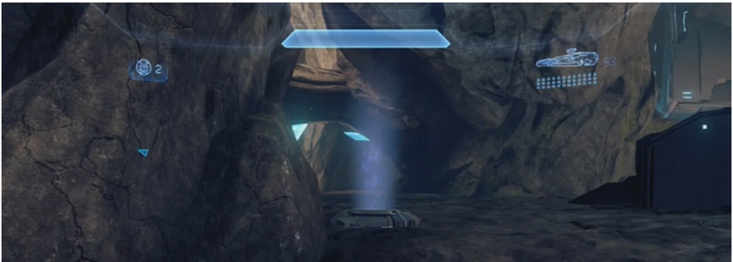
[15] After dealing with the Prometheans, take time to explore the facility they were protecting to uncover any useful Promethean weapons, then head to the HUD-indicated controls to activate the light bridge in the upper levels of the Cavern.

Objective Nine: Access Intel Terminal, Extract Covenant Secrets





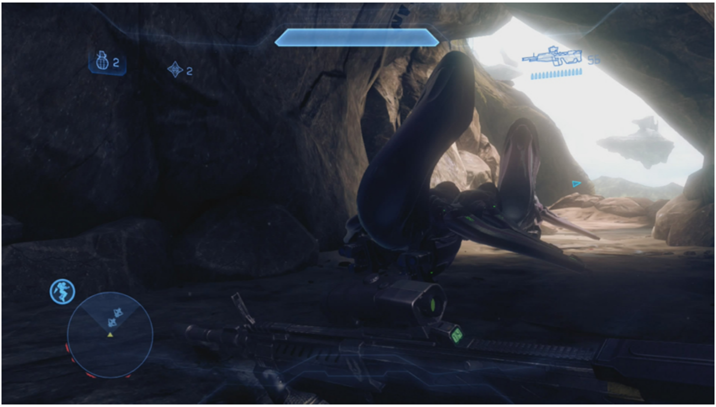
Activating the light bridge has summoned a horde or Promethean Knights to the lower and upper levels of the cavern, thus starting one of the more frustrating sections of the mission. If you or any allies have a Fuel Rod Cannon handy, this can go a long way toward making this sections much easier to manage.

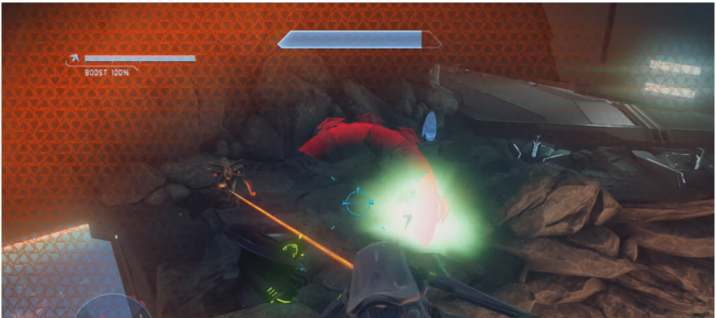


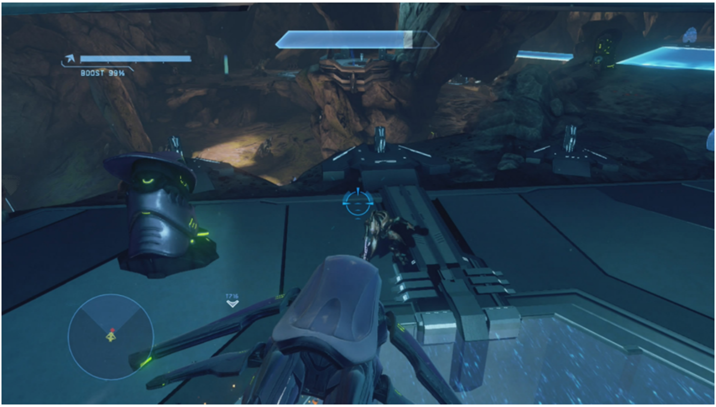
[16] Your initial goal is to reach this jump pad, which will put you up against a half dozen or so Knights that have Watchers supporting them. The cavern’s design makes it so that the Watchers have entirely too many places to hide, so you may need to bait them by killing Knights, and then kill the Watchers when they attempt to revive the Knights.

Tip

If you were insistent on ground-pounding your way to the objective, don’t miss out on an Incineration Cannon located on a central platform in the upper level [19]. This platform also contains a launch pad that take you to the terminal objective, though you should make sure you have taken out as many hostiles from afar as possible before you attempt this bold maneuver.



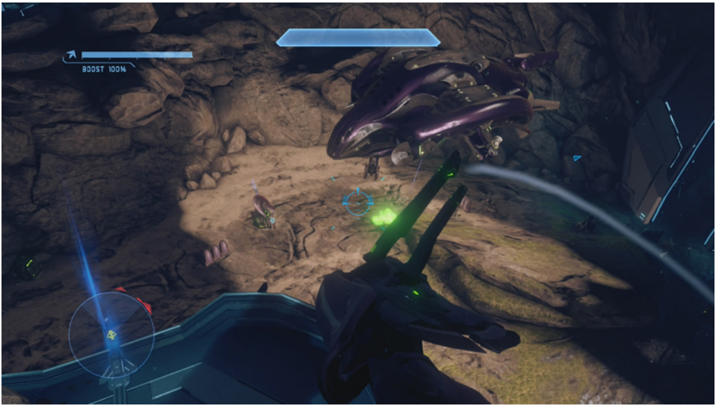


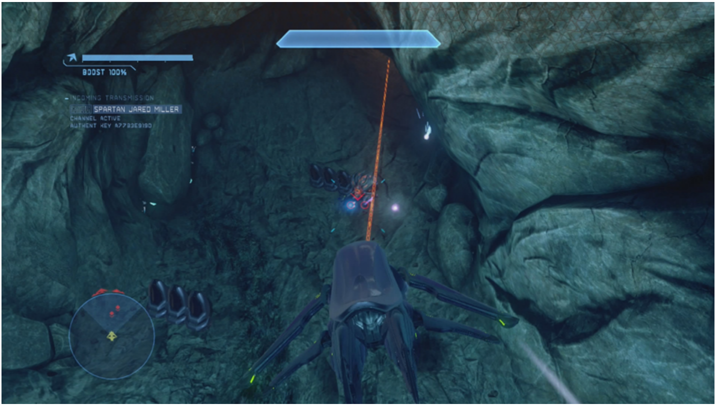


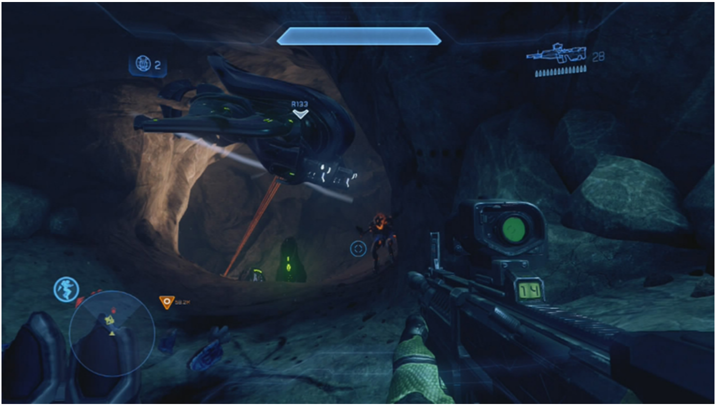
[17] However, you can make life easier on yourself by taking one of these Banshees and going to town on everything hostile on the ground. So much for playing by the rules! It's not all smooth sailing, though. More Prometheans, and even some Covenant, including Jackal Snipers with Beam Rifles, congregate at one of the upper-level structures [18], which is where your ultimate goal resides.

Punish the hostiles with fuel rod shots and plasma fire from the Banshees until you clear the zone. Make sure that the Elite Zealot in the area is killed before it can hijack your ride while you access the necessary terminal.

Objectives Ten and Eleven: Rendezvous With Phantom, Open Main Door



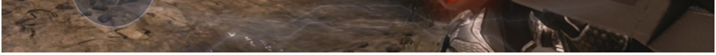




Tell us your secrets Forerunner terminal! With Roland busy tearing through the network for valuable intel, your job is complete. You're ordered to get down to the ground level to meet with the Phantom, but the enemy sends their own Phantom into the cavern to try to stop you. If you've retained the Banshees, you can make short work of the Covenant troops it deploys, and even take out its mounted turrets to drive it off.

The indicated exit that you must take is on the lower level through another cave [20]. You may have to abandon your Banshee soon, but the indicated passage is big enough to fit a Banshee inside to pop off a few fuel rod shots at the Prometheans gathering inside. This can be a risky tactic, however the tight quarters leave you with little room to maneuver, and the Prometheans are crack shots with their weapons. As you shoot your way through this cave to reach the exit, you return to the other side of the door you tried to open earlier in the mission.

Objective Twelve: Clear Area for Pick Up

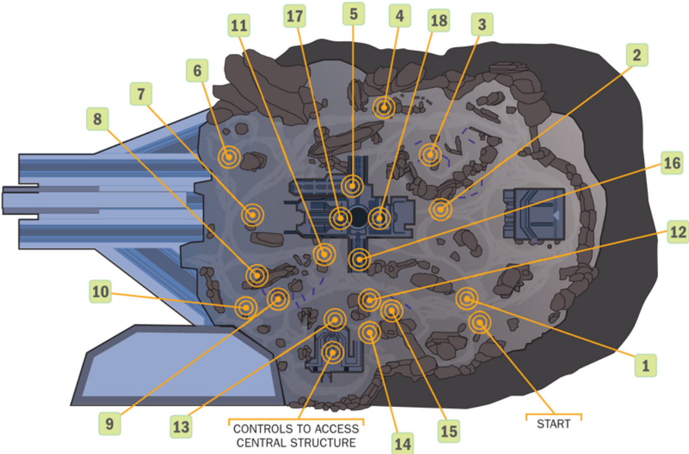


[21] Covenant troops have already assembled just beyond the door, and more are on the way via Phantom. The Phantom drops off a guard platform and a number of Covenant troops, including an Elite Zealot. We don't recommend destroying the guard platform with heavy weapons if you can help it, as it can be made into a nice, temporary sniper perch.

[22] A Drop Pod deploys more troops away from the camp where the Phantom made its deployment. As you tear through that group, another Phantom flies in to deploy troops close to where the guard platform was deployed. This last group includes Hunters, and at this point you may or may not be at the limits of your heavy weapon ammunition capacity. If you did manage to preserve a Banshee up to this point, you could possibly make this last section almost easy. Just beware that you don't get caught on terrain, particularly when the Hunters come out, as they can put you down very quickly.

Hunters are far from the only major threat. Elite Commanders with their own Fuel Rod Cannons can score a few surprise kills on careless Spartans. Watch your motion tracker to avoid being caught off guard by these threats. With this last wave of enemies dealt with, Lt. Murphy is able to pick you up and take you to your next mission.

Chapter Four: Search and Destroy



The Covenant have been setting up plasma stockpiles at another Forerunner facility, prime targets for Fireteam Crimson. Meanwhile, Fireteam Switchback has been assigned to take on the Covenant dig site that was uncovered in the intel stolen from their battle net. Payback for your temporary incarceration is still in full swing.

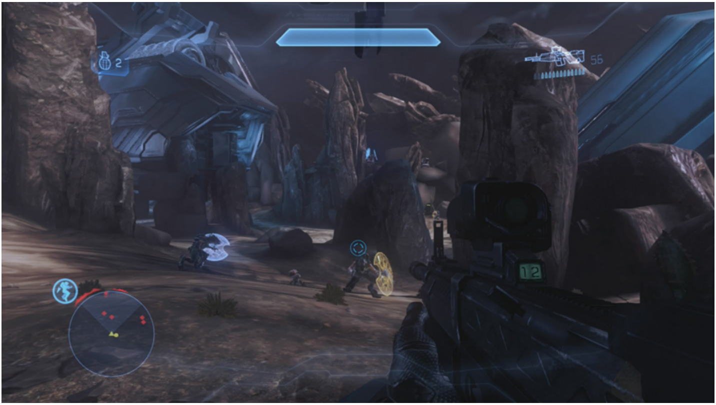
After a hot drop right into the hands of enemy troops, you must fight your way to each plasma stockpile and destroy it. The stockpiles can and will kill a Spartan that stands too close to them when they detonate. As you destroy the plasma stockpiles, you'll also start to encounter evidence that the Covenant have been stealing UNSC weapons and equipment, and you'll need to take inventory on the missing gear.

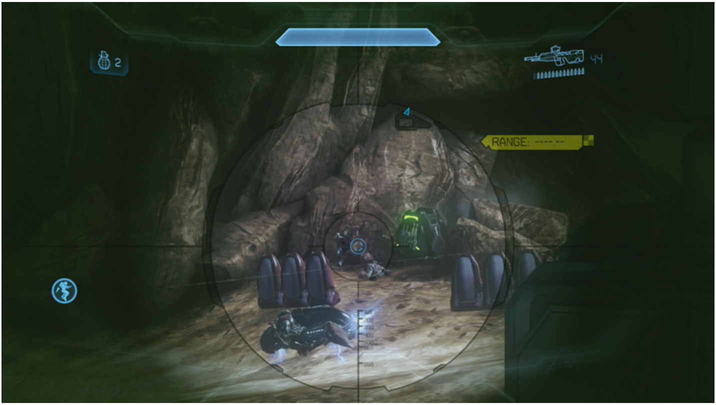
Expect very heavy resistance, in terms of the amount of Covenant infantry and vehicles. It's clear that this base is very important to their plans.

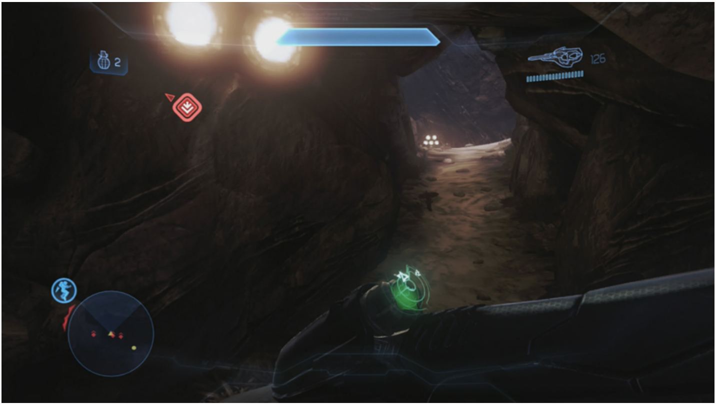
Map Location: Cyclone

This facility is a mixture of wide-open spaces ripe for sniping and confined indoors sections. For long-ranged work, the DMR is probably the best rifle to start with, but the Covenant Carbine works as well. If you can snag a Ghost early on, you can make many firefights easier. Later on in the mission, with some careful planning you can capture a Wraith and run roughshod over the Covenant forces.

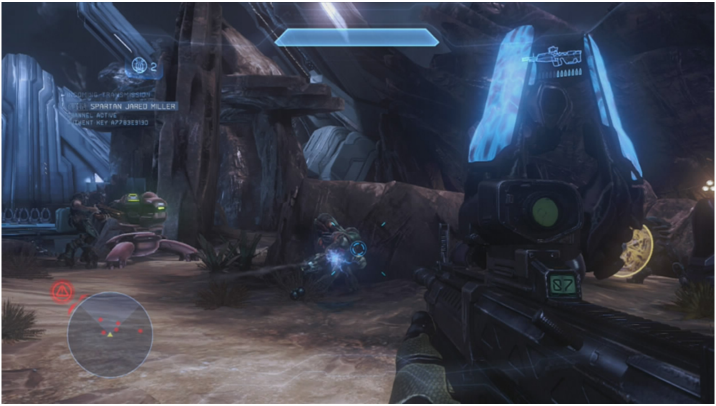
Objectives One and Two: Take the Hill, Destroy Plasma Stockpile

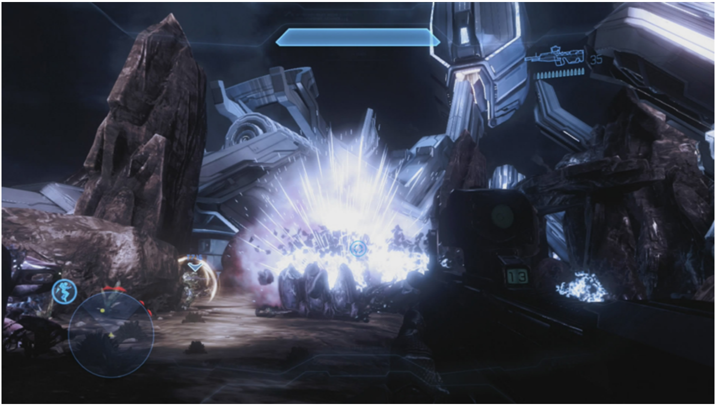






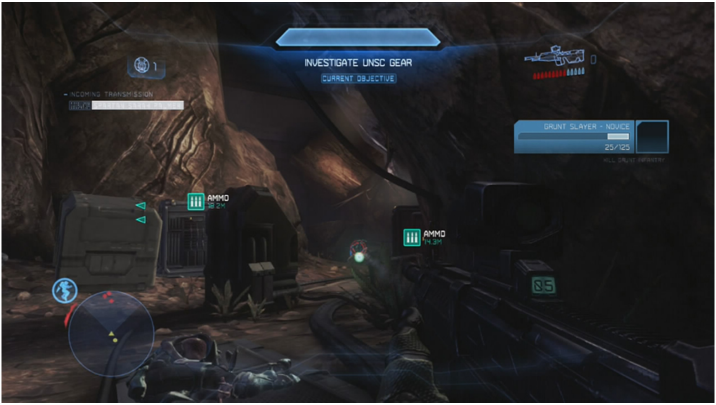
[1] You're deployed almost directly on top of a group of Grunts and Jackals. As you wipe them out, your first objective is presented to you: Take the hill directly in front of you. Lt. Murphy's Phantom provides some air support, which helps keep the enemy somewhat distracted during your advance. [2] At the foot of the hill you can find more hostiles, another weapon cache, and the first of many Ghosts that are patrolling the base. It's not a bad call to try to take it for yourself. There are multiple ways to get to the hilltop, where the first of the plasma stockpiles is located. You can either make use of the tunnel system at the foot of the hill, which is the fastest, or take one of the side paths.

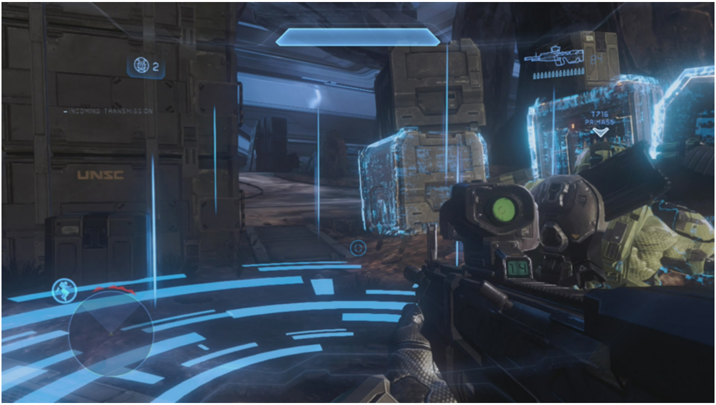




[3] However you get up to the hill, the first stockpile is marked for demolition, and you will need to deal with it and the Covenant guarding it. If you've pilfered the Ghost, you can potentially score a multikill very quickly by focusing fire on the indicated stockpile. The ensuing blast at the least removes shields from any Elites and kills Grunts and Jackals outright.

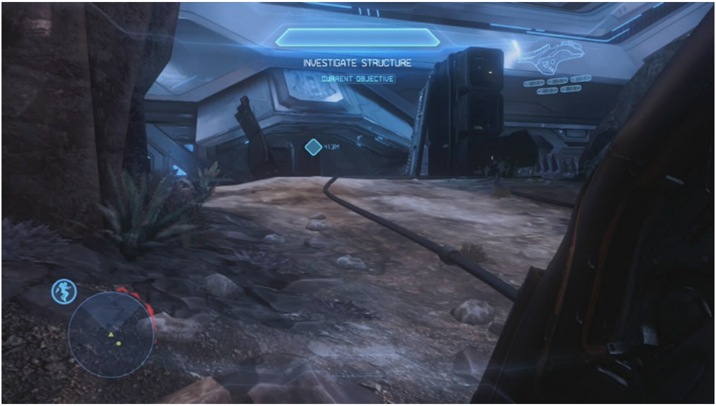
Objectives Three, Four and Five: Investigate UNSC Stockpile, Secure the Area, Scan UNSC Gear

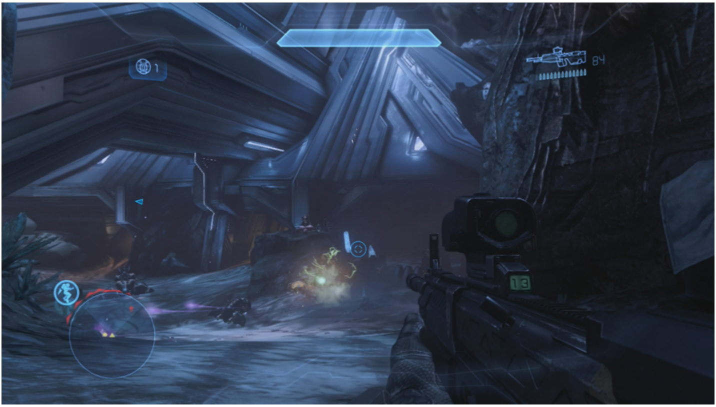


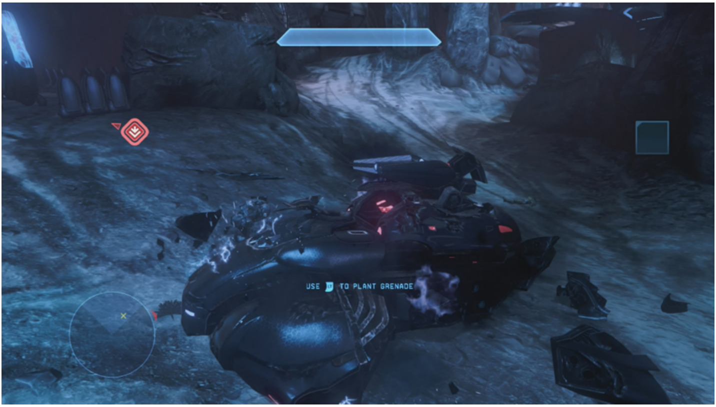


[4] After taking out the first plasma stockpile, the *Infinity* detects a number of UNSC weapon transponders nearby. As you close in to investigate, Grunts and an Elite guarding the gear ambush you. Take them down and then stand in the circle indicated on your HUD, close to the UNSC weapons, to allow your suit to take an inventory of the weapons.

Objectives Six and Seven: Investigate Structure, Destroy Second Plasma Stockpile







[5] After the gear has been checked out, load up on anything you want, then proceed to the facility indicated on your HUD. Unfortunately, it's locked up and there is no way in. However, a new plasma stockpile is marked at the bottom of the hill adjacent to the building [6]. A Shade Turret in the distance may take potshots at you, but the gunner can be easily dealt with. A contingent of Covenant surround the Shade Turret, along with another Ghost. More distressing is the Wraith [7] that starts opening fire on you once you make contact with the hostiles around the Shade Turret. On the other side of the clearing, where the Wraith begins, is another Shade Turret [8].

It is possible to steal an active Wraith, but it takes some work. If you shoot off the hatch over the driver's head, then snipe the driver, you can take it with only a few scratches. It's not necessary, and the mission can be accomplished without taking the vehicle.

Whatever you choose to do, take out the second stockpile and you will receive the location of the third plasma stockpile.

Objective Eight: Destroy Third Plasma Stockpile

2
DESTROY THIRD PLASMA STOCKPILE
CURRENT OBJECTIVE
28
NEUTRALIZE
68.2M

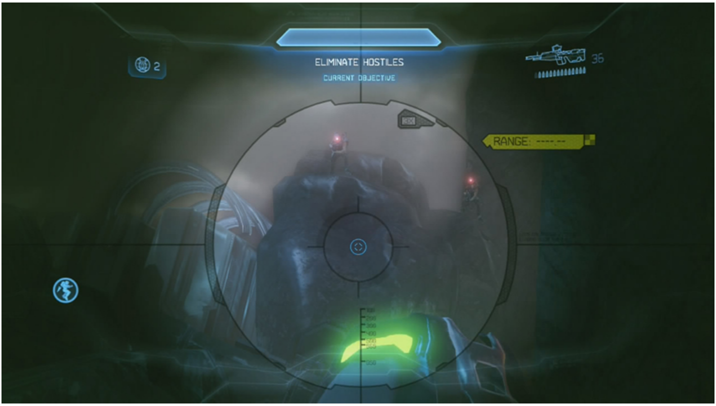
PRESS TO MELEE

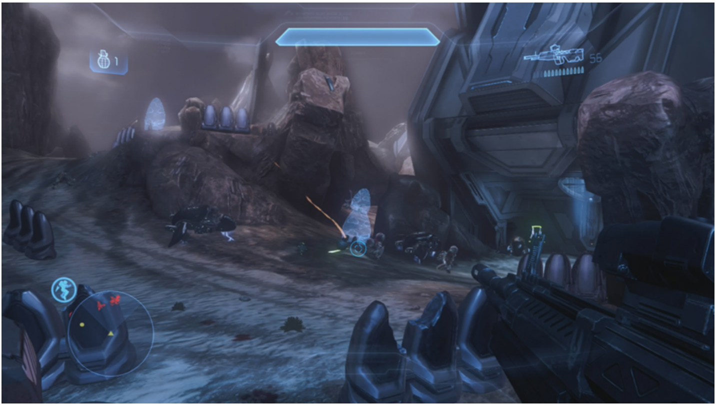
2
56
NEUTRALIZE
37.6M
T716
05

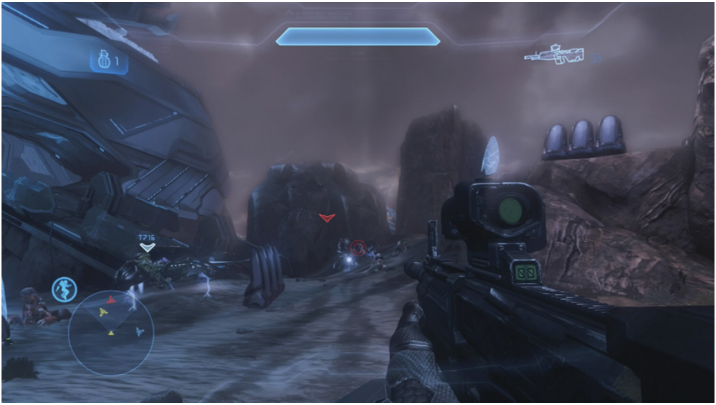
[9] The third stockpile is found on a hill behind a set of rocks that the second Shade Turret was mounted in front of. You have two major land routes to it. [10] One path is clearly defended by Covenant troops, with a variety of cover for them to use as you advance through them. [11] The other has a Wraith protecting it, with more troops taking up positions further up the path. However you decide to tackle this stockpile, the Wraith must be dealt with first. Otherwise it will just keep shelling you with plasma mortars while you try to engage the enemy troops.

Occasionally, the Shade Turret will be taken up by a Covenant soldier that sees it unoccupied. You can prevent this from happening by destroying it outright. Once you clear out the enemy and destroy the third stockpile, you've finished the primary objective for the mission, but things aren't over just yet.

Objective Nine: Eliminate Hostiles

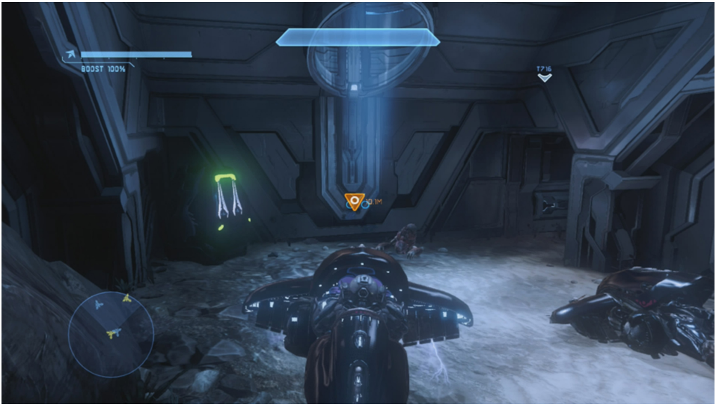


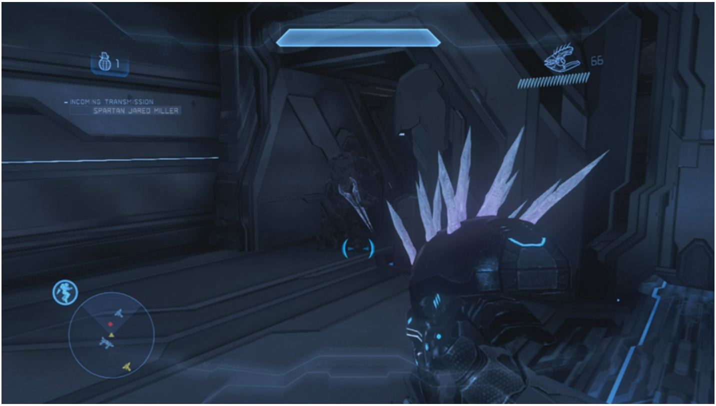




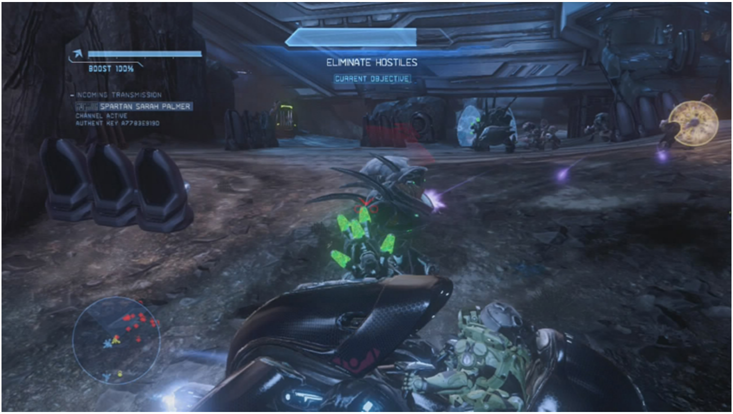
[12] A number of Jackal Snipers suddenly take up positions overlooking the remains of the third plasma stockpile, and they're all armed with Beam Rifles. Take what cover you can find and countersnipe the Jackals. After they go down, a set of Ghosts rush from a previously sealed passage, along with a small squad of Grunts [13].

Objectives Ten, Eleven, and Twelve: Investigate Structure, Eliminate Hostiles, Evac

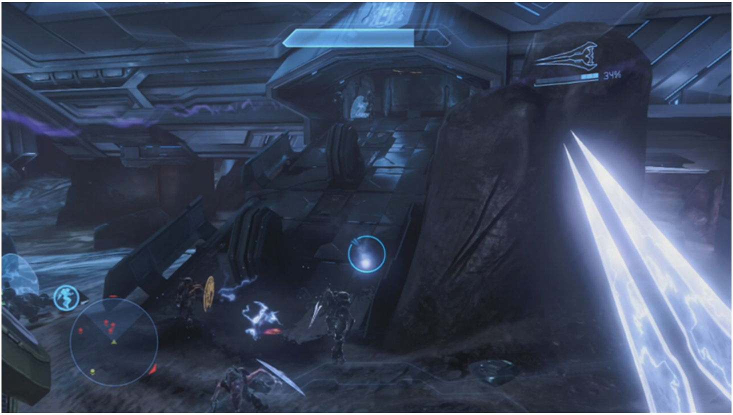




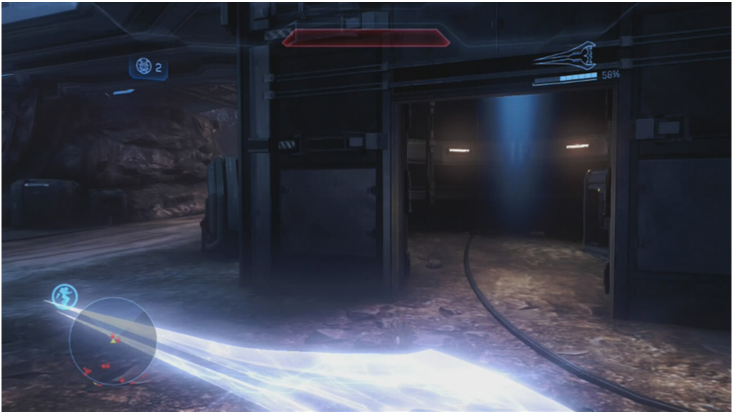
The structure you were originally ordered to explore has become your next point of interest. First, you must use a control located where the Ghost ambush originated. It is marked on your HUD. Make sure you stand close to it when activating the switch, as you are launched into a hidden room above the switch. Be ready for immediate close contact with an Elite Zealot! If you can't see him right away, check your motion sensor and look for a blue diamond icon to locate the Elite, then deal with him accordingly.



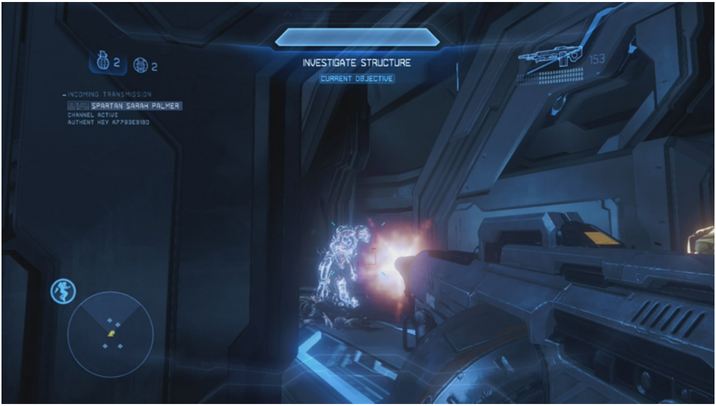
With the small room cleared, a computer panel is marked for you to manipulate. Activate the console to open the structure for investigation. This triggers an ambush by Covenant very close to your position, including four Hunters. The *Infinity* deploys ordnance modules with Spartan Lasers. Take out the Grunts and Jackals first before risking yourself in a dash for the Spartan Lasers [14].

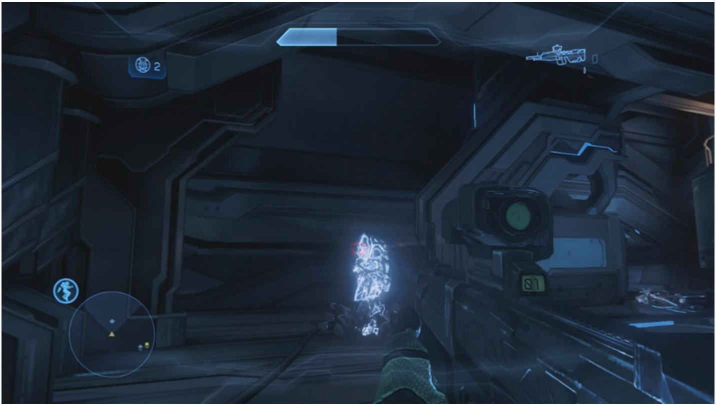


[15] Elites also make an appearance among these troops, deploying atop the hill where the Jackal Snipers had appeared in force. Additionally, once the Hunters are dead, a Phantom starts to deploy another Covenant squad, including more Elites and two Ghosts, at the central structure you're to investigate. [16] The Covenant will defend the ramp leading up to the central structure vigorously, often ducking inside for protection. If you've got any Spartan Laser shots remaining, Elites make good targets for them.



Underneath the structure and behind the ramp is a UNSC weapon cache with SAWs. These can be excellent weapons at mid-range, through you should still deal with the Ghosts means of a backup Plasma Pistol.



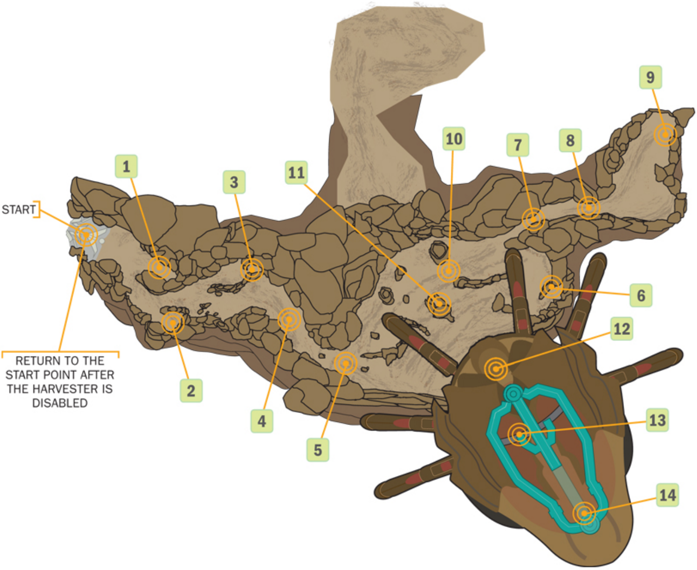


[17] [18] Killing off the Covenant lets you gain access to the central structure unmolested. As you enter the building, two of the walls disintegrate, revealing a pair of Elite Zealots behind each wall. This battle can be disastrous to try to fight up close. The SAWs can rip apart individual Elites, but four Elites can easily overwhelm unprepared players at such short distances. Fall back, down the ramp, if necessary. Once this last ambush is cleared, investigate the waypoint provided to find some very bad contraband. The Covenant have gotten their hands on UNSC nuclear missiles, and have stripped them of their warheads.

2
2
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190

While the discovery of the missing nukes is of great concern, there's nothing you can do about it now. However, you are able to respond to Fireteam Switchback's distress call. Retreat to the indicated LZ, and get on your way to save Switchback.

Chapter Five: Switchback



By the time Crimson arrives at Switchback's operation area, the team has all but completely vanished, leaving behind only their

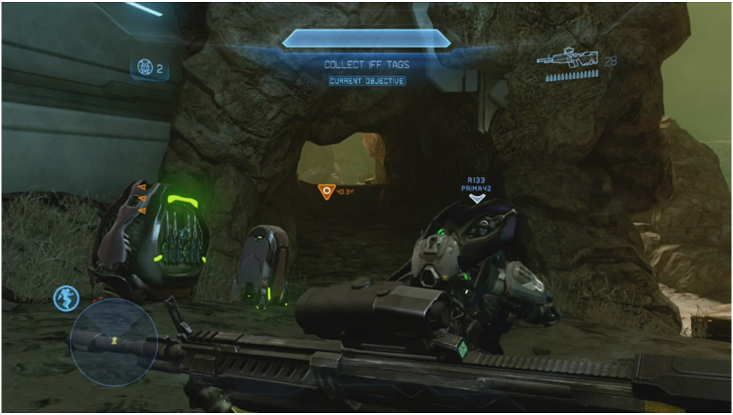
IFF tags. You must investigate how and why they disappeared, and take out every last hostile standing between you and the truth. With luck, you might be able to save them, but if you can't, you will definitely avenge them.

You orders are quite simple: Find Switchback, or whatever is left of Switchback. Recover all of the IFF tags they have left behind, then investigate a massive Forerunner construct known as the Harvester, and eliminate any Covenant or Prometheans that try to stop you. When you finally get inside the Harvester, disable it by any means available, then fight your way back to the LZ for extraction.

Map Location: Harvester

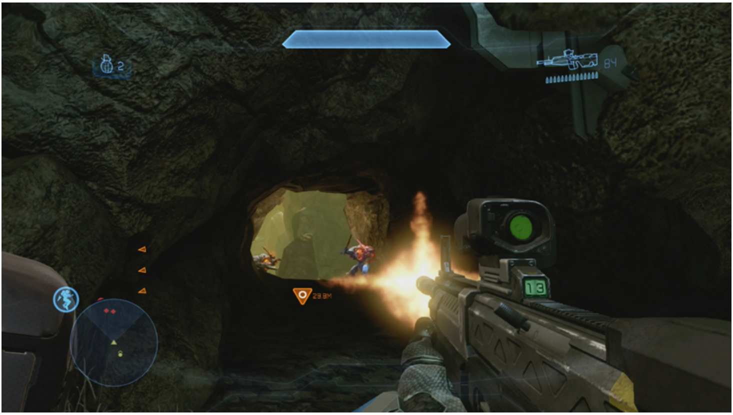
You can afford to take a UNSC rifle on this mission, as there are plenty ammo crates to keep it stocked for much of the early going. There's also no arguing with the Covenant Carbine, since the immediate area around the starting location is filled with racks of these weapons. You can expect Promethean and Covenant hostiles throughout this mission. If you're flying solo, be sure to take plasma-based weapons to neutralize personal shielding. If you favor more aggressive styles of play, you can eventually pick up a SAW from one of the weapon caches in the area, and then overwhelm your enemies with a bullet storm.

Objective One: Collect IFF Tags

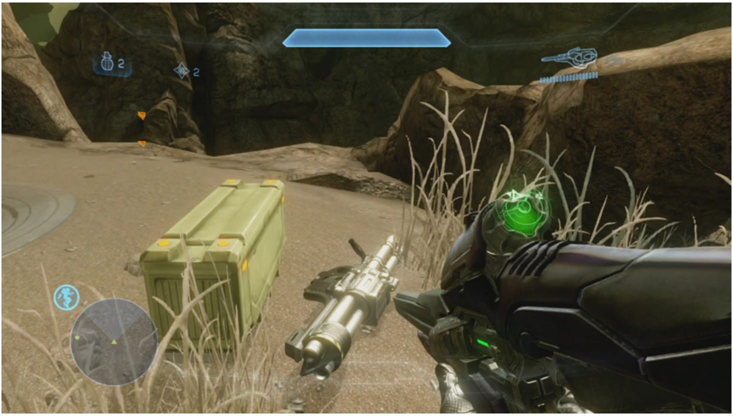


As soon as you are deployed by Lt. Murphy's Phantom, your first order of business is to retrieve the four IFF tags that Fireteam Switchback left behind. Each time you approach one of the tags, Prometheans teleport into the combat zone to ambush you. You can also be harassed by hostiles as you travel from tag to tag, so stay alert.

Note that if you want to switch to a Covenant Carbine, the starting landing has racks full of this weapon and Plasma Pistols; both weapons can serve you well throughout the mission.

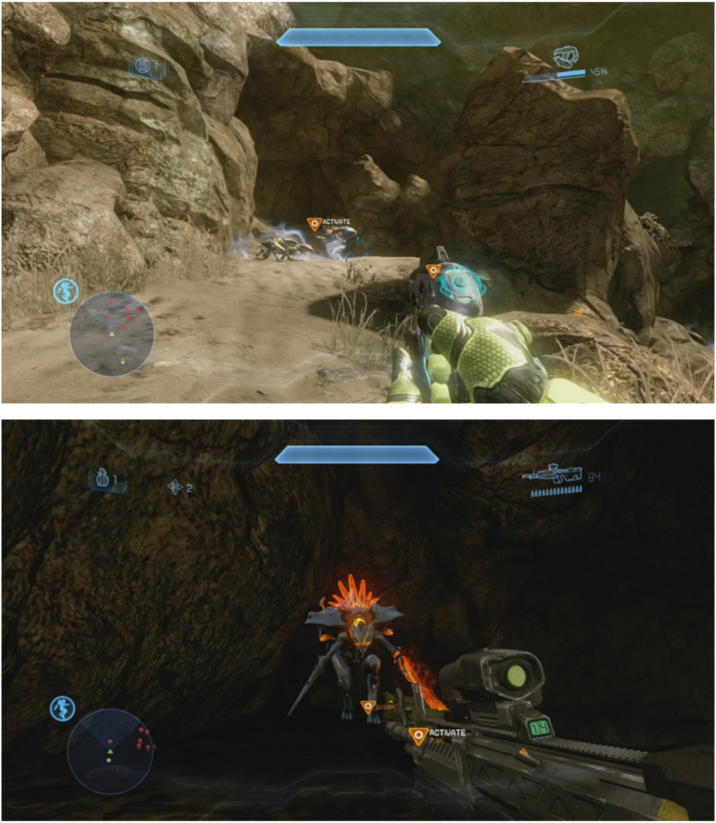


[1] The first tag is very close to the starting point, in a small cave. As you approach it, Promethean Knights teleport atop the tag and go on the attack. Be aware that they can teleport long distances, and in some cases may teleport to the landing pad to try to flank you. Make sure you deal with any Watchers that are deployed during this scuffle. Collect the IFF tag when the threats are eliminated.



Tip

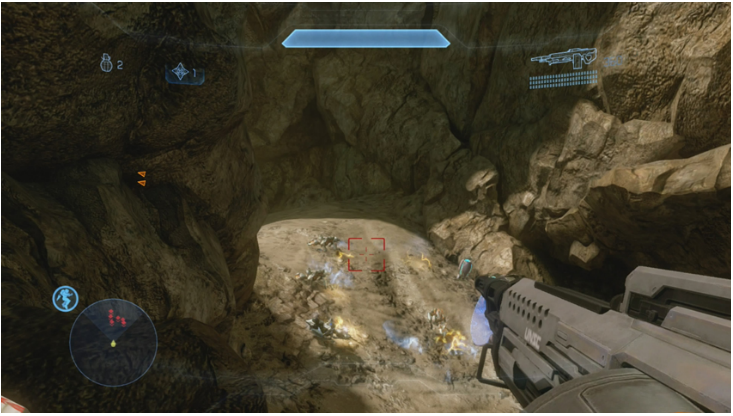
[2] A Rocket Launcher is in a small clearing near an ammo crate, very close to where the first IFF tag is located. It can be really useful if you're playing with multiple players, so have one teammate pick it up for use against clusters of targets.



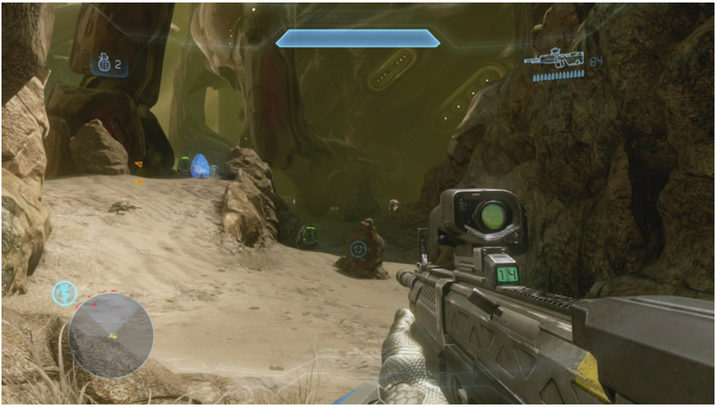
[3] Crawlers, Watchers, and Knights attack on the path leading to the second tag. After you clear them out, approach the tag itself to trigger a Knight Battlewagon ambush, that includes another swarm of Crawlers rushing to meet you. A Knight Lancer, potentially armed with a Binary Rifle, also joins the fray. Destroy them and move to collect the second IFF tag.

Tip

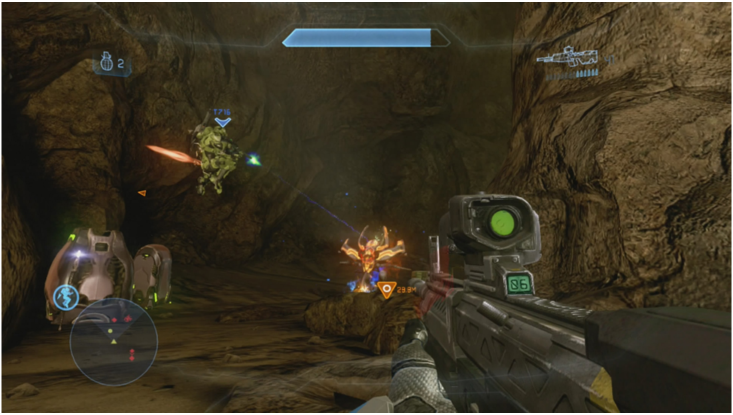
A SAW can be recovered next to the second IFF tag, resting atop an ammo crate.



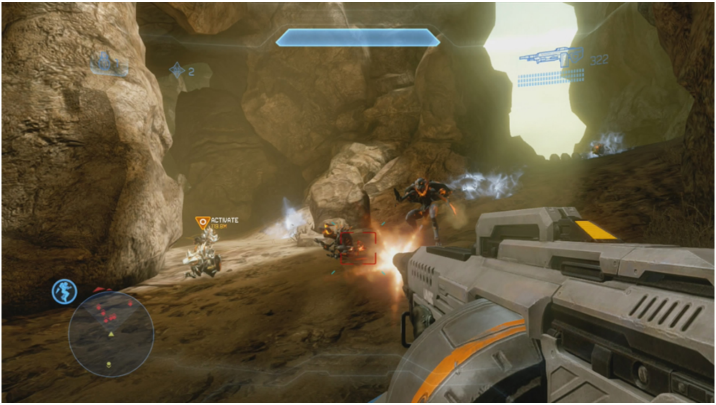
[4] A short distance down the path from the second IFF tag, more Crawlers teleport into the area, arriving next to another weapon cache with Covenant Carbines, Plasma Pistols, and Storm Rifles.

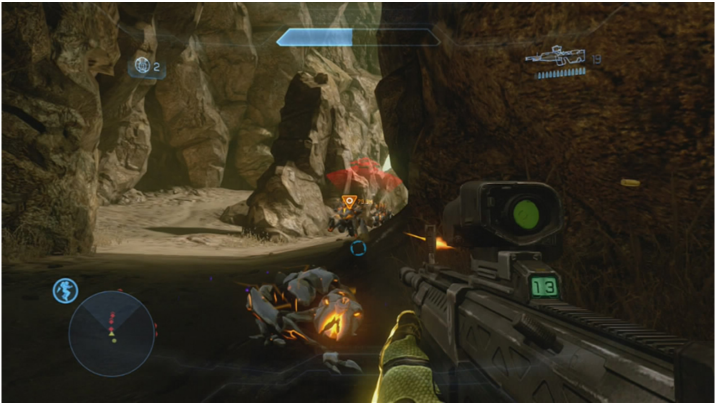


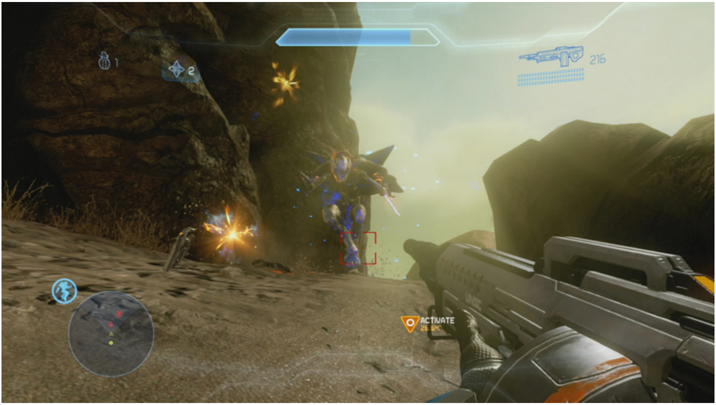
[5] After you clear the first mountain path, the map opens up to reveal the massive Harvester in the distance. As you begin your approach, another force of Prometheans teleports into the area to defend of the territory surrounding the Harvester.



[6] Three Knights warp in as you approach the third IFF tag.







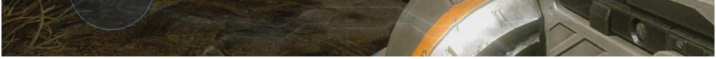
[7] [8] The area between the third and fourth tags is the site of yet more Promethean ambushes. The second of these triggers shortly after the first group is eliminated, which gives the Watchers involved time to set up Beam Turrets to impede your progress. As you get close to the fourth IFF tag [9], the Prometheans send two more Knights and a Crawler Snipe, in a last effort to stop you.

With all four tags collected, and no sign of any bodies to go with them, you're ordered to go back toward the Harvester and kill any hostiles that try to get it restarted. During the trip back to the field in front of the Forerunner construct, a pack of Crawlers tries to rush you.

Objective Two: Clear Out the Prometheans

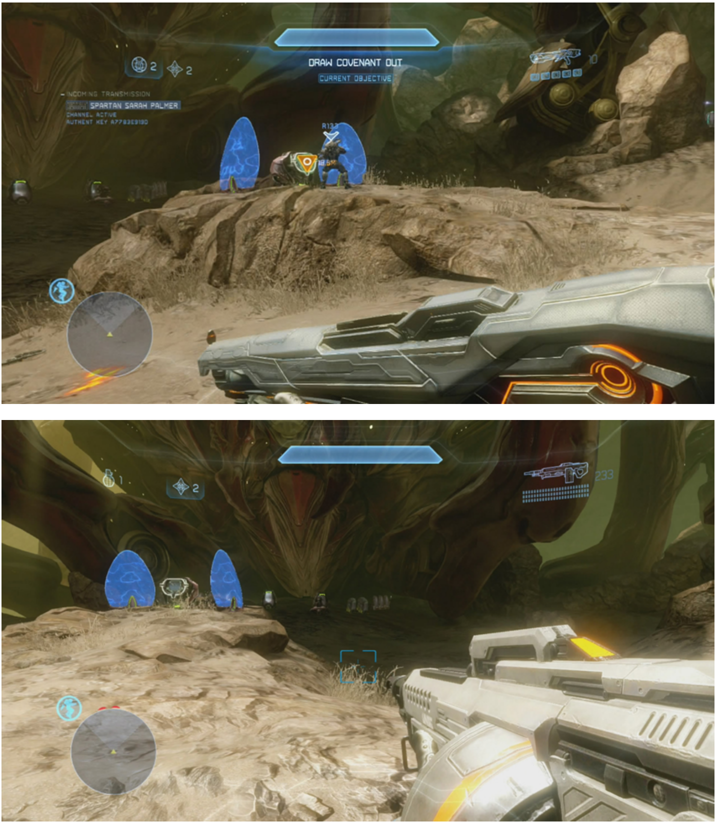
1
2
CLEAR OUT THE PROMETHEANS
CURRENT OBJECTIVE
150

R133
PRIMA42
2
36

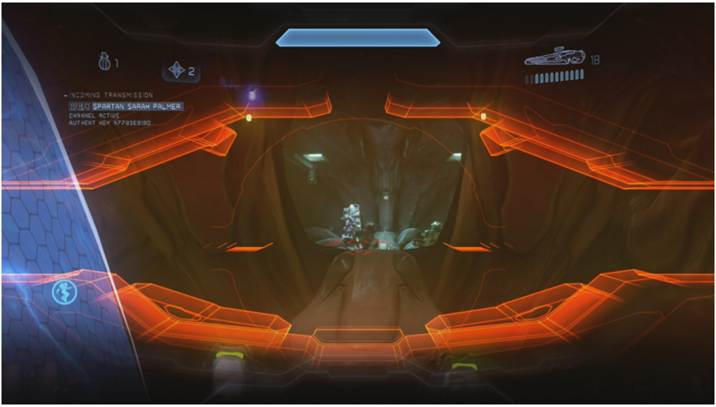


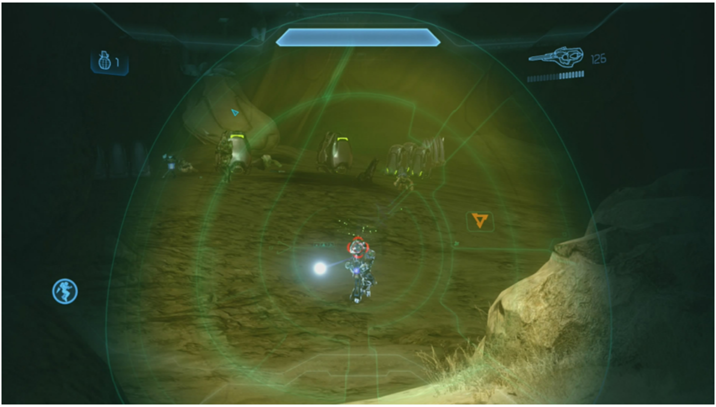
[10] Multiple Knights and packs of Crawlers have teleported into the field in front of the Harvester and require your immediate attention. There's nothing fancy about this fight that you haven't seen before, just be on the lookout for Watchers to try to resurrect Knights you have already put down.

Objectives Three and Four: Draw Covenant Out, Eliminate Remaining Covenant

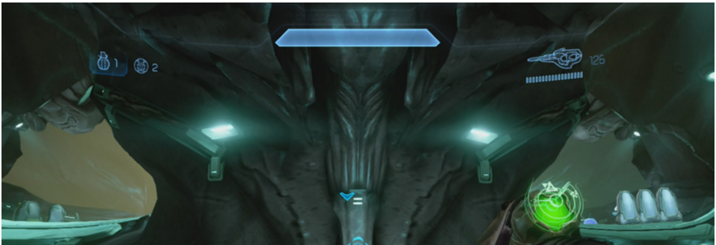


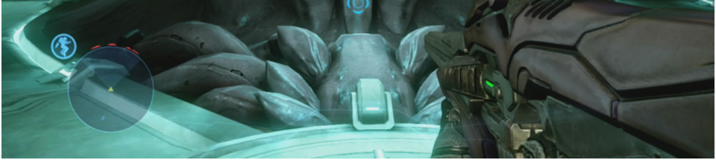
[11] The *Infinity* crew knows that the Covenant currently occupy the massive Harvester, but they haven't tried to repel Fireteam Crimson thus far. Miller suggests that you use a nearby control console to trigger a disturbance that will force them to open the Harvester and confront you. Use the console indicated on your HUD to start the process.

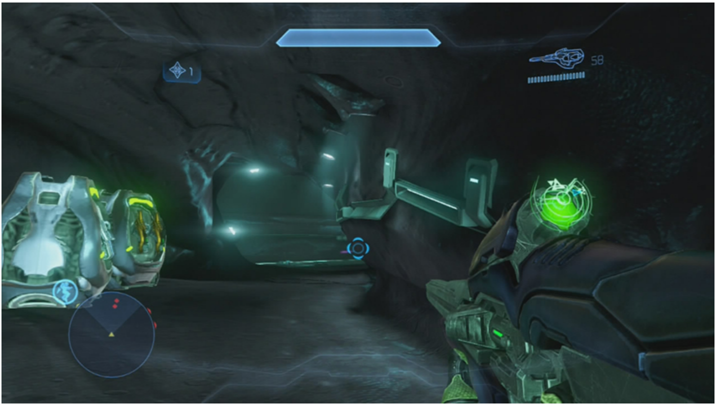


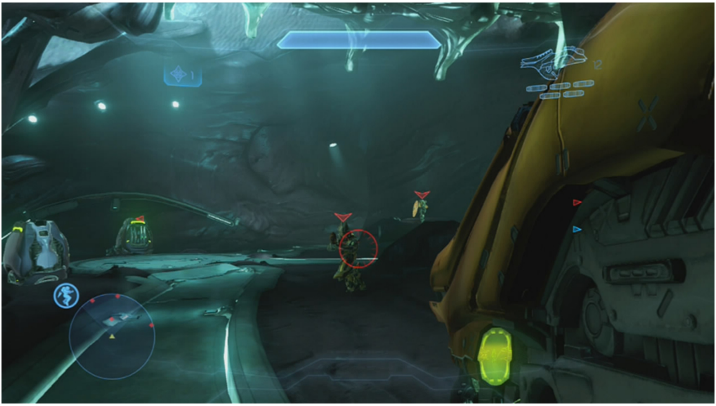


[12] The ensuing explosions draw the Covenant out, as predicted, and they open the front entrance to the Harvester. Don't give them a chance to spread out to the Plasma Cannons mounted in front of the Harvester. Blast them the moment they present themselves as targets. Don't get too close to the entrance, however, unless you're still packing powerful weapons like a Binary Rifle or a Rocket Launcher, both of which are somewhat doubtful at this point.



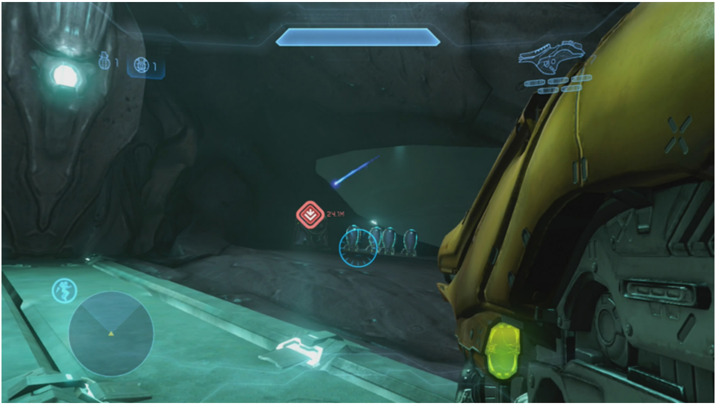


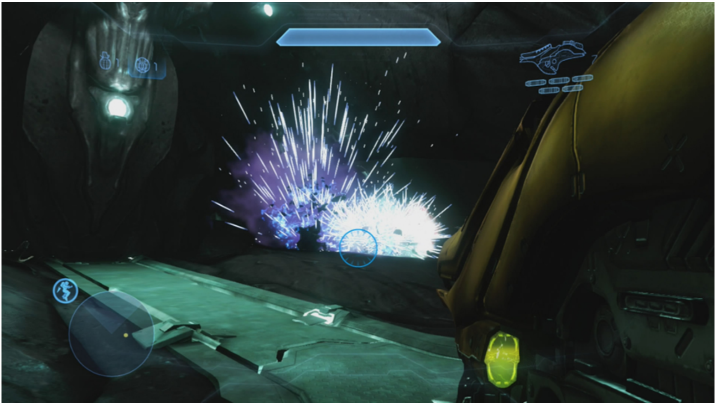




[13] With the initial attack crushed, the rest of the Covenant wisely hole up inside the Harvester and wait for you to come to them. As you enter, you've got a choice of two paths leading toward the inner workings of the Harvester; a small subcorridor connects the paths near the center. [14]That subcorridor contains another Covenant weapon cache that includes Fuel Rod Cannons. After you clear out the initial defenders (Grunts and Jackals), collect the heavy firepower and proceed toward the back of the Harvester. [15] The final chamber is guarded by three Elites. Finishing them off secures the Harvester, for the moment.

Objective Five: Disable the Harvester



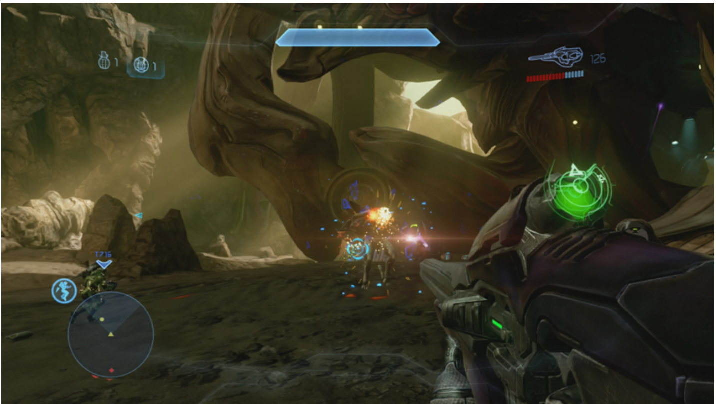


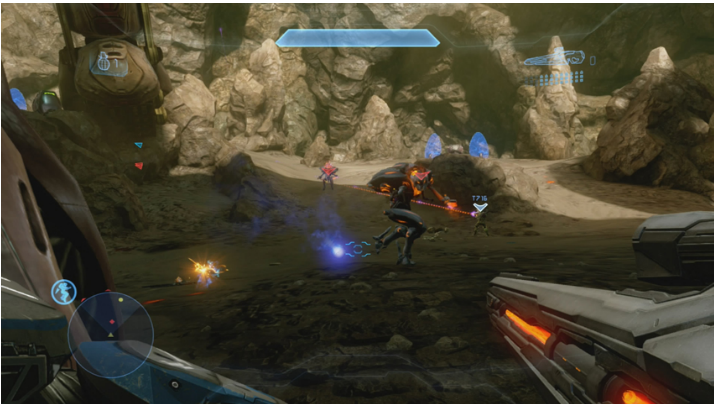
You discover that the Covenant were trying to get the Harvester functional again, which would be very bad news for any UNSC ground forces that might be in its path. A pair of computers is marked for demolition on your HUD; convenient plasma stockpiles sit next to them. Destroying the plasma canisters will also takes out the machinery and disables any attempts to restart the Harvester. You're ordered back to the Landing Zone for extraction.

Objective Six: Fight to LZ

1
1
CURRENT OBJECTIVE
7
HOLD X TO PICK UP NEEDLER

Your disabling of the Harvester prompts a swift retaliation from the Prometheans. Knights and Crawlers warp into the control room, looking to end your lives. After they are put down, more Prometheans teleport to the field directly in front of the Harvester and start to move in. As a general rule, it's best to let them come to you. If you've still got Fuel Rod Cannon ammunition to spare, now's the perfect time to unload it into the faces of any Knights dumb enough to get close. Don't get careless, though, as the Knights can and often will teleport directly into the Harvester to try to flank you.

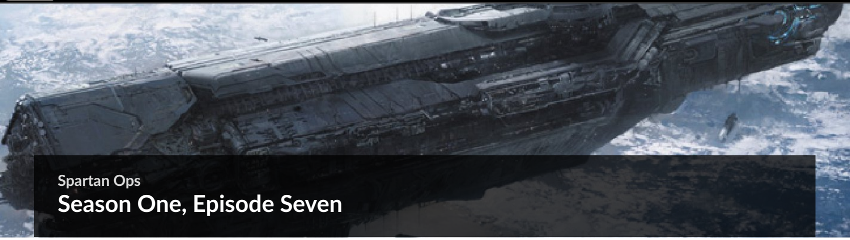




When the initial attackers are repelled, more appear on the mountain path leading up to the start point, which is where Lt. Murphy waits for you in his Phantom. This second group of Knights and Crawlers is a bit more dangerous because it includes the dreaded Knight Lancer equipped with Binary Rifle. You may be stretching your Fuel Rod Cannon ammo to the limit at this point, but there are plenty of Covenant plasma weapons available for you to make the final push through these enemies to reach the landing zone. Eventually, you cut the enemy's numbers down enough to see the survivors marked on your HUD.

INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
AUTHENT KEY

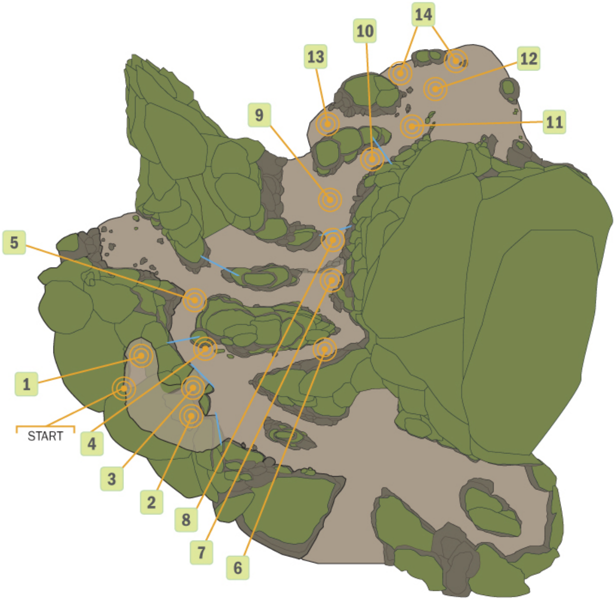
With the mountain cleared of hostiles, make your run back to the LZ for extraction. Surprisingly, no more Prometheans or Covenant swoop in to stop you. The mission and episode end on a grim note: You know now that the Covenant have stolen UNSC nuclear warheads, but you are no closer to discovering what they intend to do with them. Fireteam Switchback has vanished completely; the only things proving that they once existed are the blank IFF tags you've collected.



Spartan Ops

Season One, Episode Seven

Chapter One: Back Up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START
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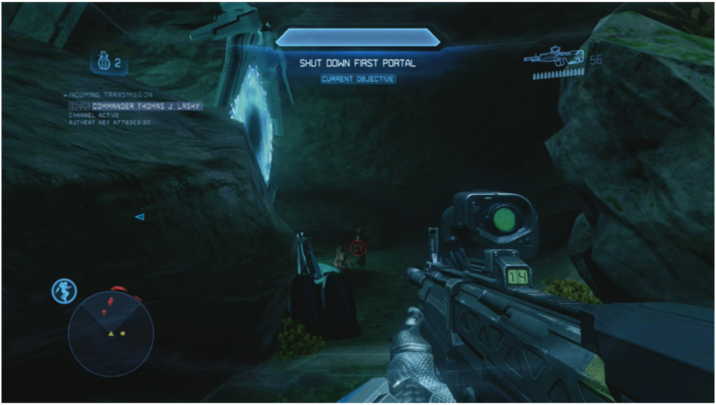
Your mission to take out the Covenant portals in your sector on Requiem starts off with a hot drop on the first target, but things quickly go sour right away with the worst possible news: *Infinity* has been boarded. All Fireteams are ordered to drop whatever it is they are doing and report back to the ship to repel the invading force.

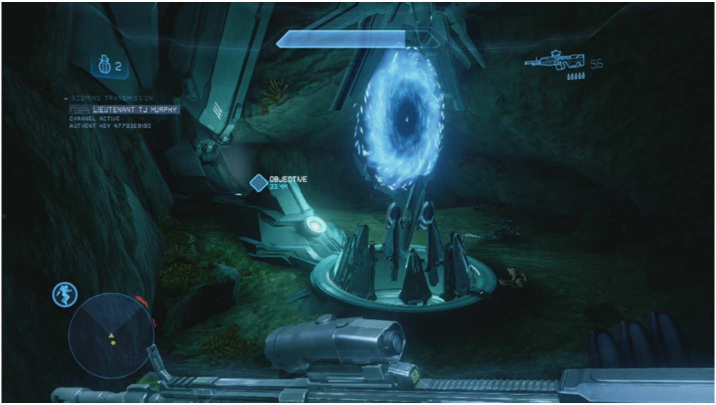
While you have been ordered to return to the *Infinity* , the way to the landing zone(LZ) is not going to be easy. The Covenant, along with their Promethean allies, decisively own this mountainside, and your only route to safety is through large clusters of hostiles who are expecting you. Even the designated LZ at the bottom of the mountain path is filled with enemies. Your allies will try to send support as needed, but with everything going as badly as it is, you can't count on them for everything.

Map Location: Apex

A DMR is a good starting weapon, but there's no convenient resupply outside of ordnance drops (for it or any other UNSC weapon) for much of the mission. Take advantage of any vehicles you can find. Ghosts are more common, but you can acquire heavy armor relatively early if you're willing to try sniping Wraith drivers out of their vehicles.

Objectives One and Two: Shut Down First Portal, Rendezvous at the LZ


2
SHUT DOWN FIRST PORTAL
CURRENT OBJECTIVE
56
INCOMING TRANSMISSION
COMMANDER THOMAS J. LASKY
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
14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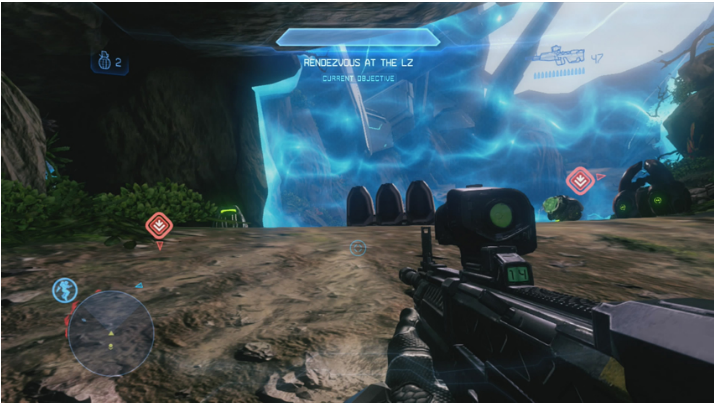
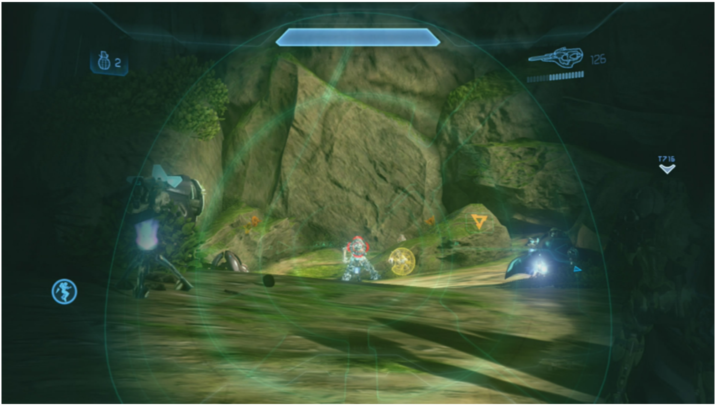
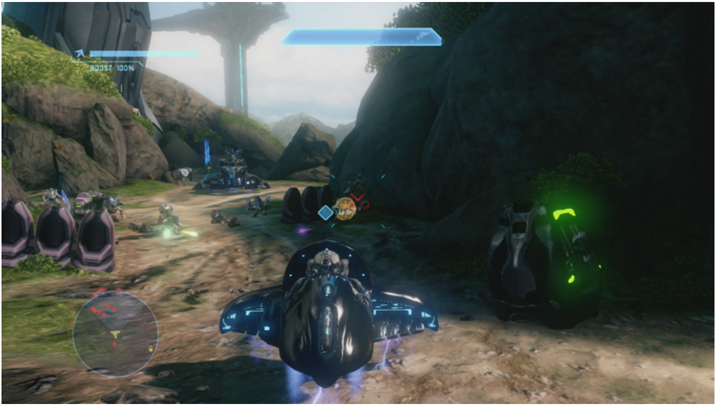
56
INCOMING TRANSMISSION
LIEUTENANT TJ MURPHY
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
OBJECTIVE
33.4M

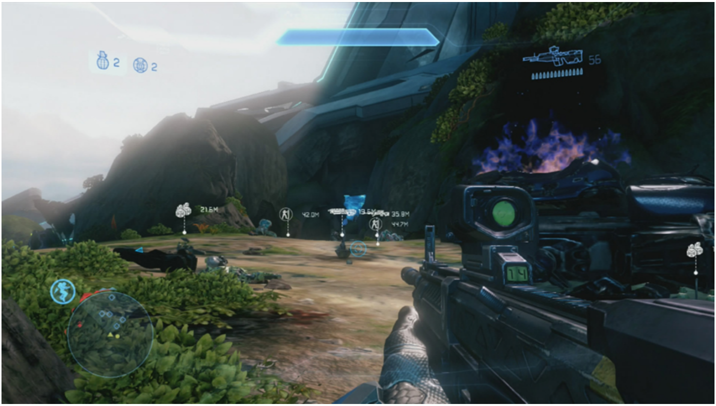

2
RENDEZVOUS AT THE LZ
CURRENT OBJECTIVE
47
14

[1] The moment you are deployed from the Phantom, Captain Lasky issues an alert: the *Infinity* is under siege. As you deal with the resistance surrounding the target portal, Commander Palmer orders all Spartan teams on Requiem to return to the ship. This will naturally be much easier said than done.

[2] With the portal shut down, you're given a waypoint to a potential LZ for pick up. You need to escape the starting cave first. A pair of shield generators are marked on your HUD for destruction. Be wary of the large number of hostiles waiting just beyond one of the shield barriers [3].






2
2
56
21.6M
42.0M
19.6M
35.8M
44.7M
14

[4] This path leads to the first two major defensive lines that the Covenant hold on this mountain. Just outside of the shielded cave you escape from is a large contingent of Covenant ground troops, including a pair of Ghosts. Do what you can to take the Ghosts for yourself, then eliminate any other hostiles in this area. You have a decision to make.

[5] You can elect to force your way through the second defense line by following the main path down the mountain. To say that this decision is fraught with peril is to put it mildly. A Wraith, more Ghosts, and a mass of Covenant command this defensive position. Whittle away at the enemy troops, while staying mobile to avoid getting killed by the Wraith's plasma mortars. When the Wraith is killed, you'll receive an ordnance delivery to help you prepare for the next major firefight.

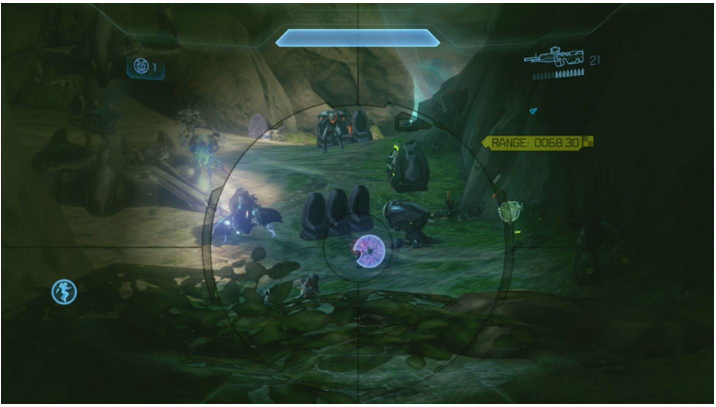
BOOST 100%
OBJECTIVE

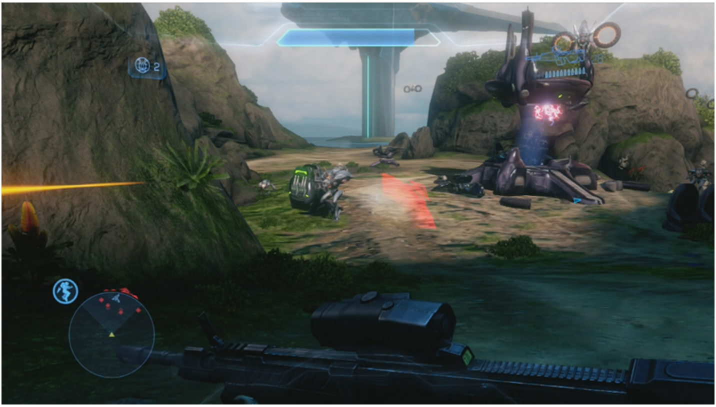
2
T716
OBJECTIVE
32

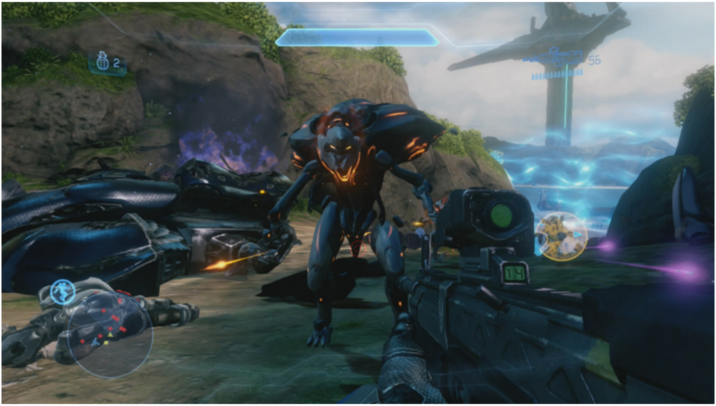
BOOST 100%
R133

[6] You don't have to go straight through the mountain path into the next line of defense. There is a side path that bypasses the second contingent of defenders and places you behind a guard platform [7] that overlooks a barrier standing between you and the next section of the mountain.

However you choose to proceed to point [7], be ready to contend with another large ground force, including Promethean Crawlers among their numbers. Once you clear the area around the guard platform, we recommend that you stick to that elevated area so that you can have good position and cover from the forces near the barrier itself [8]. Furthermore, the guard platform has another pair of Ghosts waiting for riders to steal them. Take out the generator that is powering the barrier field, but make certain that you've cleaned out hostiles on your side of the barrier, lest you have to deal with them and the enemies positioned further beyond.

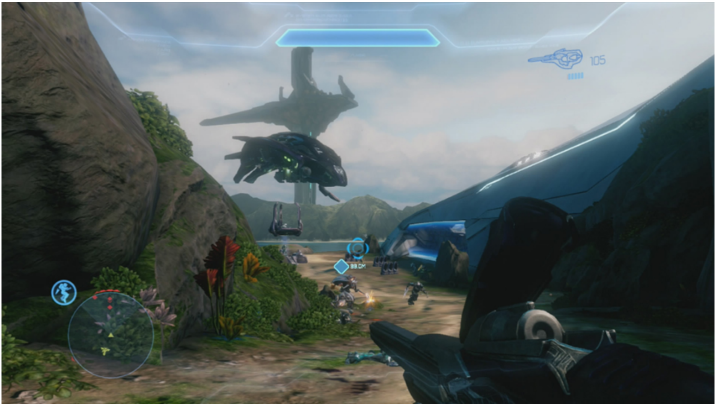

1
21
RANGE: 0068.30





[9] With the barrier down, you now have to face a mixed Covenant and Promethean force in this next section. Knights and Watchers join the familiar faces you've fought so far on this mountain. The ordnance drop from earlier came with a Sniper Rifle, and we recommend that you leverage that against all of the Watchers before you start working on anything else. Note that another Wraith and a set of Ghosts are among these enemies as well, which complicates any advance. Another shield generator powering a barrier separates you from the final section where the LZ has been designated [10].

Objectives Three and Four: Clear the LZ, Rendezvous with the Phantom



INCOMING TRANSMISSION
LIEUTENANT TJ MURPHY
CHANNEL ACTIVE
AUTHENT KEY A2283E8130

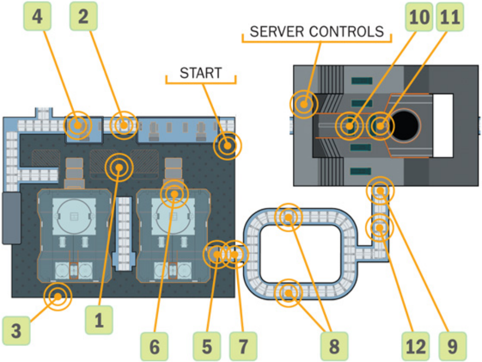
[11] Beyond the final barrier is the last defensive position that needs to be cleared, and it is substantial. To counter this, Lt. Murphy delivers a pair of Mantis combat mechs for the Spartans to use. Unfortunately they land in the middle of the enemy forces [12]. A hostile Phantom further complicates things by trying to bombard you. Lt. Murphy starts acting as a distraction to the enemy, which adds a time limit to this final battle. In addition to the hostiles deployed on the main field, more stream in from a side area [13]. Don't be trapped in a lethal crossfire.

Don't rush to the Mantis mechs right away! The time it takes for you to board one is time that you will spend getting shot at by all of the enemies present. On Heroic and Legendary difficulty, even the shielding and armor of a Mantis can be swiftly overwhelmed by the sheer number of enemy troops in close proximity, well before you finish boarding it. Clear as many enemies as possible on foot, being especially mindful of enemies using Plasma Cannons. Watchers use slipspace portals throughout this final encounter, which can complicate things as more Prometheans join the party. In general, you do not want to actually fight in the field the Mantis mechs are deployed in. Fall back toward the mountain path and let the ground troops present themselves to you. This is useful even when you are in the Mantis.

If you take long enough, the Infinity also delivers some ordnance [14] that can help you destroy heavier *Infantry* targets and the hostile Phantom while on foot. When you do acquire a Mantis, watch where you are aiming: You can bring down Lt. Murphy's Phantom as quickly as you can the hostile one in just a moment of carelessness!

After you destroy the Phantom and clear the LZ of all hostiles, Lt. Murphy will park himself over the field and offer to take you back to the *Infinity* .

Chapter Two: Home Field


4
2
START
SERVER CONTROLS
10
11
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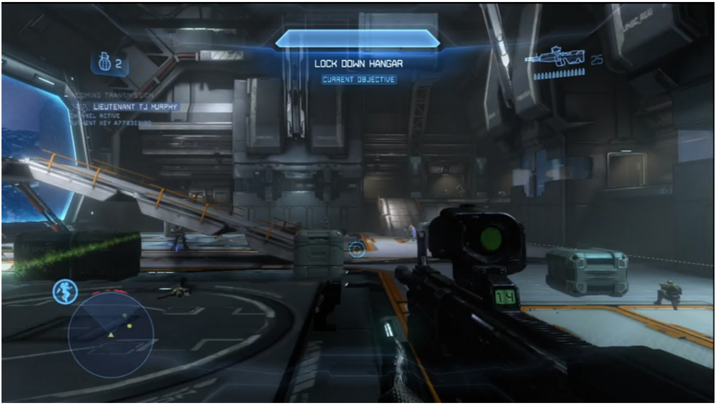
The absolute worst-case scenario is unfolding in orbit around Requiem. With the *Infinity* compromised, the only fight that matters now is the one inside its hull. All available assets have been called back to assist in the defense of the ship, and Fireteam Crimson is among them. However, in spite of Lt. Murphy's piloting skills, the automated defenses damage the Phantom carrying the Spartans back aboard the ship.

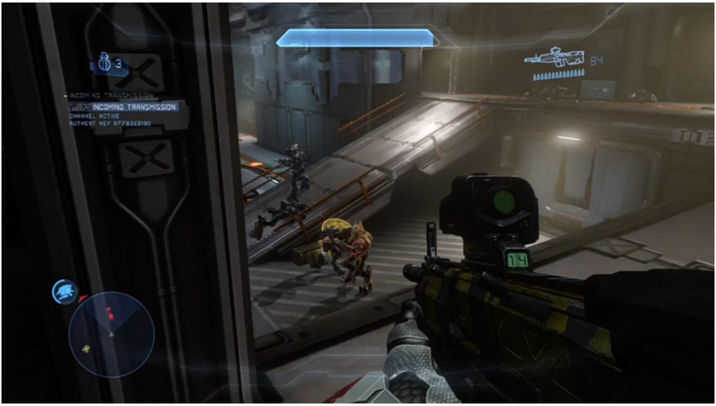
The *Infinity* has been boarded and is currently under siege from multiple fronts. Fireteam Crimson has arrived at one of the hangars where a large portion of the invading force is attempting to secure a firm LZ for further hostile reinforcements. Your first job is to secure the hangar by sealing the bay doors, and then exterminate all hostiles in your path. Unfortunately, the controls to do this from the hangar itself have been disabled, so you must go to the server control room and reboot the ship's systems manually, then fight your way back to the hangar to ensure that it gets sealed.

Map Location: *Infinity*

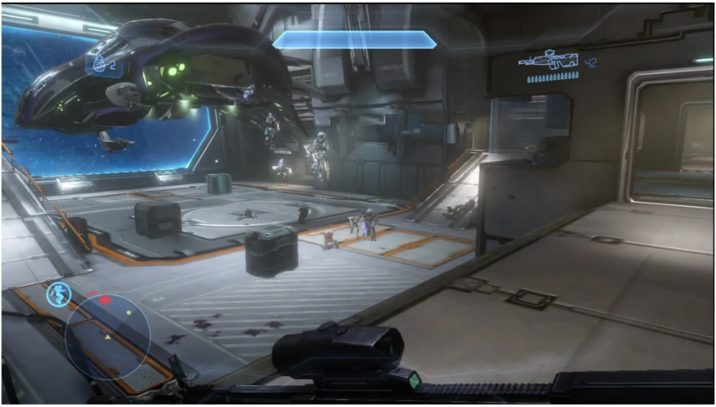
Being on board a UNSC vessel means you'll have frequent opportunities to keep UNSC weapons fully loaded. The DMR and Battle Rifle absolutely rule the hangar, the server room, and the corridors that connect the two. Early on, you also gain access to a SAW, which is a great weapon when working in conjunction with other players. Many Elites are involved in this invasion, and Promethean Knights also get involved during the latter half of the mission, so be ready to switch to any anti-shielding weapons at a moment's notice. Fuel Rod Cannons can be fairly plentiful among the Covenant, so it can be a steady and consistent weapon throughout the mission as well.

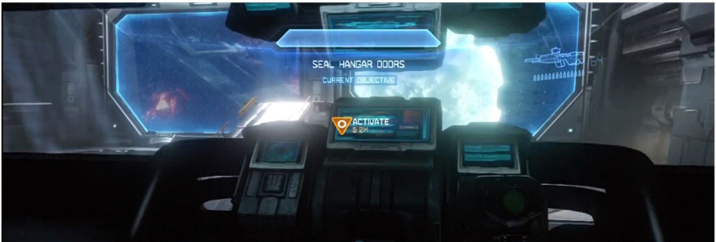
Objectives One, Two, Three, and Four: Lock Down Hangar, Seal Hangar Doors, Defend Area, Activate Lift


LOCK DOWN HANGAR
CURRENT OBJECTIVE
2
25
INCOMING TRANSMISSION
LIEUTENANT TJ MURPHY
CHANNEL ACTIVE
14

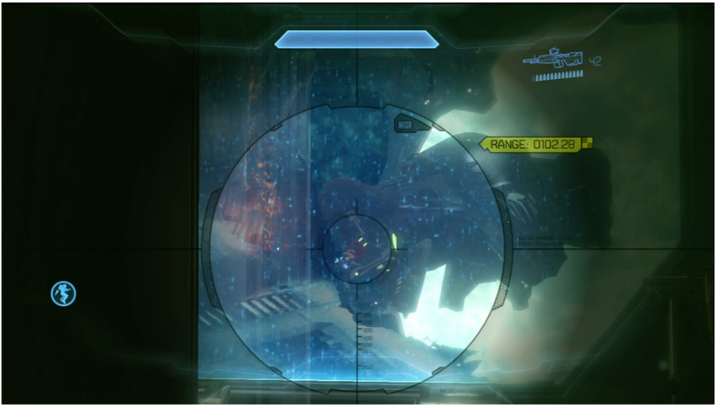

3
INCOMING TRANSMISSION
INCOMING TRANSMISSION
CHANNEL ACTIVE
AUTHENT KEY A77B3E9190
84
14

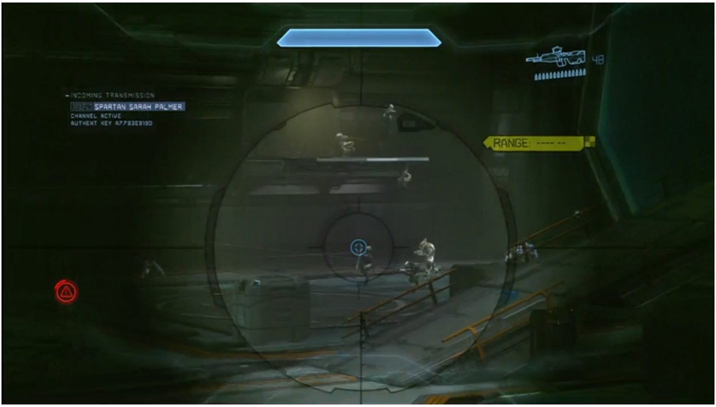
[1] After surviving the rough landing in the hangar, you begin in the thick of the action. The hangar is already filled with dozens of Covenant that are about to overwhelm the remaining Marines stationed there. You start on the lower deck of the area, but there is an upper catwalk with a pair of control rooms [2] that contain additional UNSC weapons and ammo, and they make great locations to fight from, assuming the enemy does not get a lucky fuel rod shot or grenade toss into them.




SEAL HANGAR DOORS
CURRENT OBJECTIVE
ACTIVATE
5.2M
64

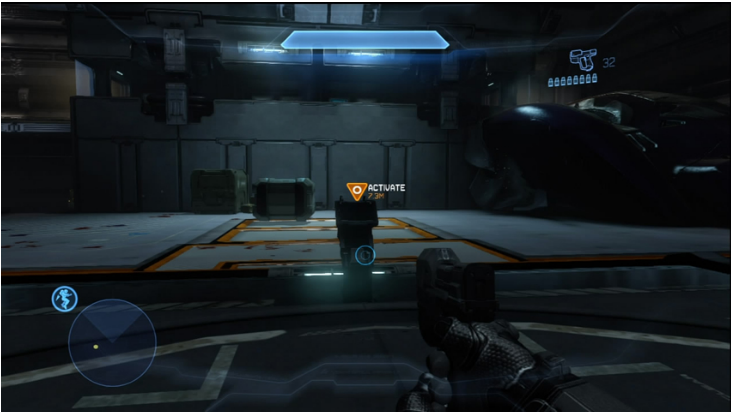
[3] As you take out this first wave of Covenant, a Phantom flies into the hangar to deploy more troops. This is why it's a good idea to stake out the upper walkway, as you can lob grenades or shoot fuel rods at the troops as they land in one big cluster. After you mop up this second wave, the controls to seal the hangar will be marked on the HUD [4]. Unfortunately, once you try it's revealed that the system to handle this is currently offline.


42
RANGE: 0102.28



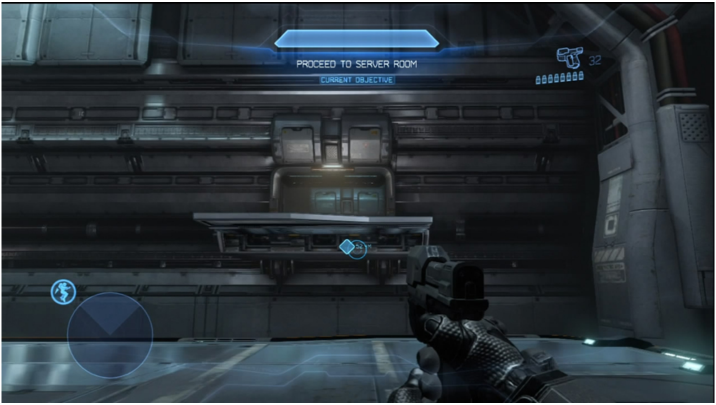
-INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
AUTHENT KEY A7783E919D

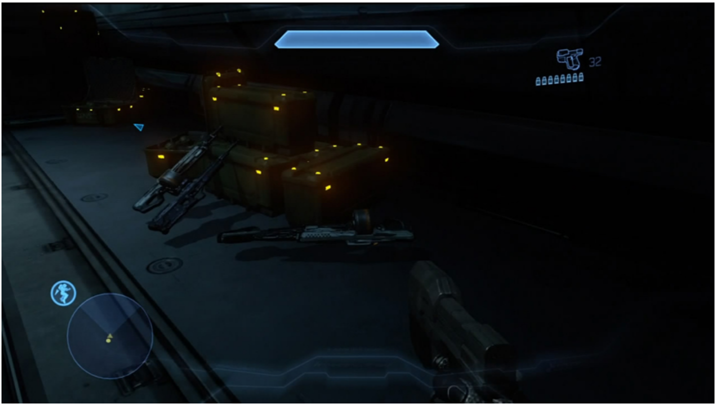
On cue, another Phantom hovers into the hangar to deploy another fresh squad of Covenant. Do yourself a favor and snipe the gunners on the side of the Phantom as it flies in, as this dropship tends to loiter in the area to support the infantry. Without the side gunners, the Phantom becomes considerably less threatening. After this set of enemies is taken down, another Phantom will fly in to make its own deployment. As you deal with this new wave of troops, Covenant reinforcements arrive via a side corridor close to one of the hangar entrances [5].


32
ACTIVATE
7.3M

[6] After all this, the hangar is cleared of hostiles for the moment. In order to be able to seal the hangar, Roland wants you to power cycle a nearby server room. You'll need to use one of the lifts in the hangar to do this.

Objective Five: Proceed to the Server Room

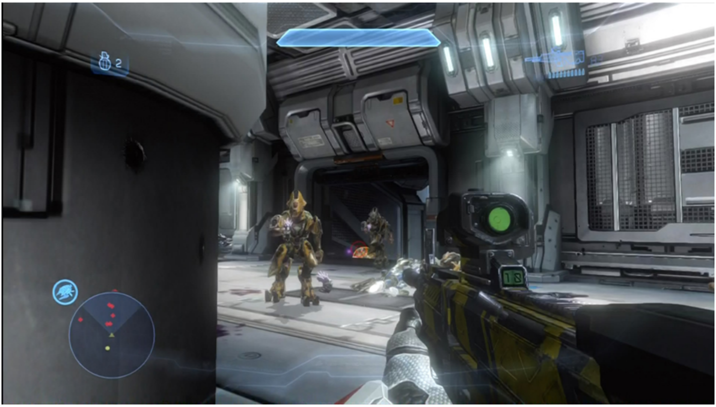

PROCEED TO SERVER ROOM
CURRENT OBJECTIVE
32

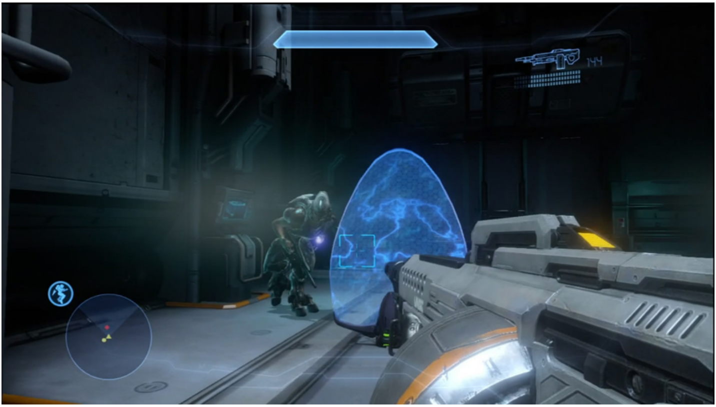


The lift rises up to allow easy access to the entrance that some of the Covenant used to attack the hangar [5]. This also leads to a significant ammo and weapons cache [7] that contains SAWs and more Frag Grenades.

2
21
2X
RANGE: 0041.67

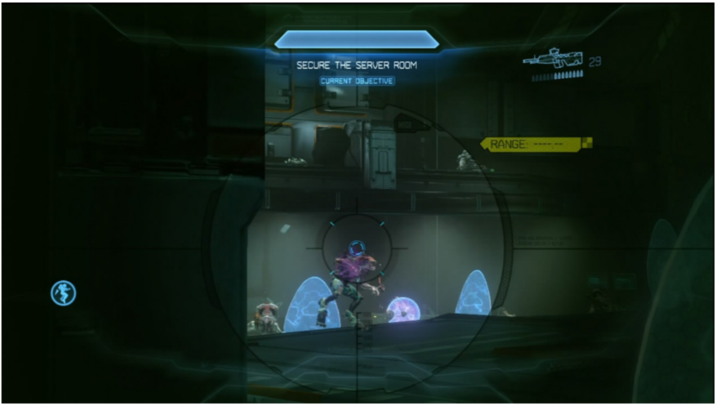
[8] This is a good thing, as the corridor beyond the cache is filled wall-to-wall with Covenant, who are about to overwhelm a pair of Marines. Do not press forward too fast! Concentrate on clearing out enemies close to the cache before committing to the left- or right-hand hallways. Eventually you'll kill off the more aggressive hostiles and can choose either path forward in relative safety. Both lead to the same location ultimately, so there is no right choice. Be mindful of any Fuel Rod Cannon users, or Jackal Snipers armed with Beam Rifles. At these ranges you'll have very little time to react if they sight in on you first.

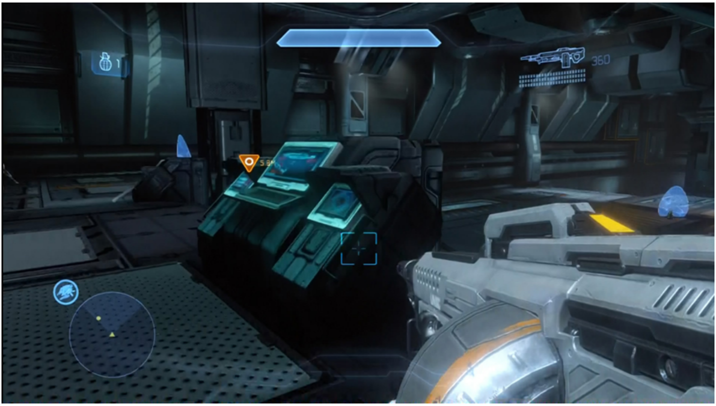




There's scant cover in these corridors, and the enemy is insistent on using grenades to force you out of hiding. Stay patient and let the enemy expose themselves. Once you eliminate the enemies in the branched corridors, follow the main path and make a left to reach the server room entrance [9]. Don't get blindsided by any stragglers that have retreated to this point!

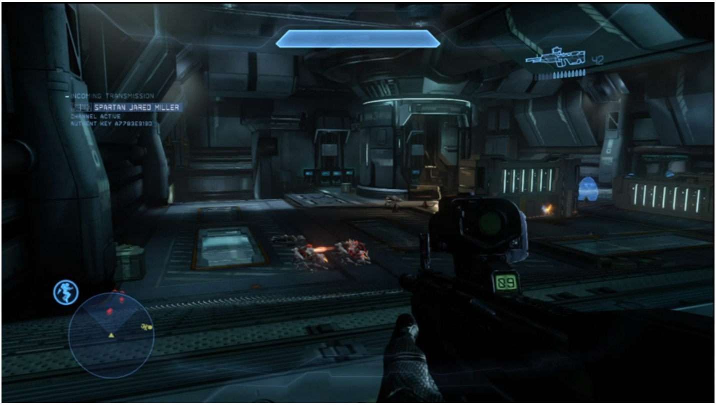
Objectives Six, Seven, and Eight: Secure the Server Room, Activate Server Power, Establish Data Link

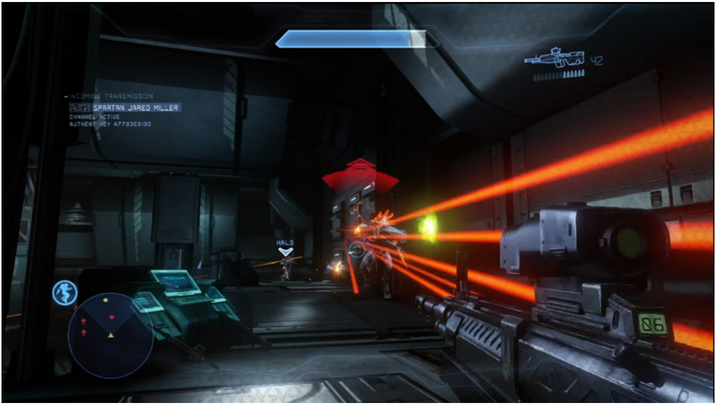

SECURE THE SERVER ROOM
CURRENT OBJECTIVE
29
RANGE: ----.--

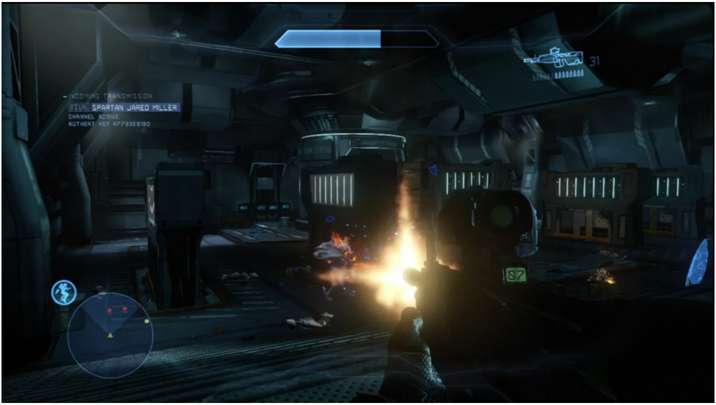


INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
2

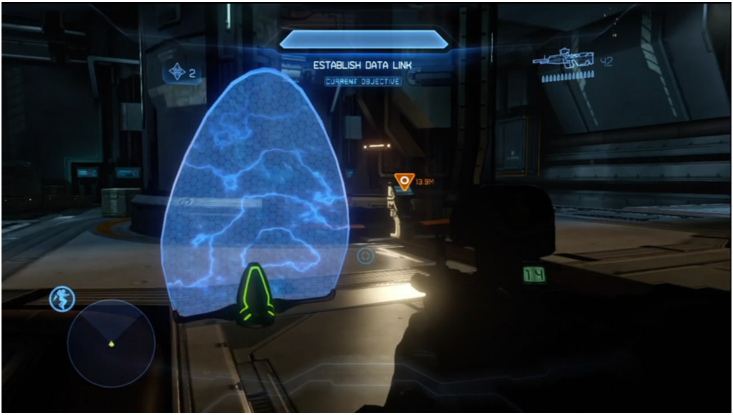
[10] The first order of business, once you get inside the server room, is to eliminate all hostiles found within. This is a good time to snag a Fuel Rod Cannon if you haven't done so already. You'll be directed to a control panel on a balcony that sits above the server room entrance. Use that panel to begin the power cycle, and also trigger a rush of Promethean Knights and Crawlers.


INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
42
09


INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
42
HALO
06

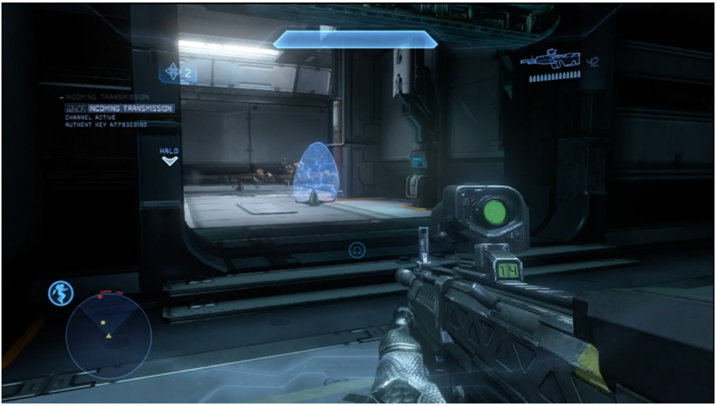

INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A77B3E9190
31
87

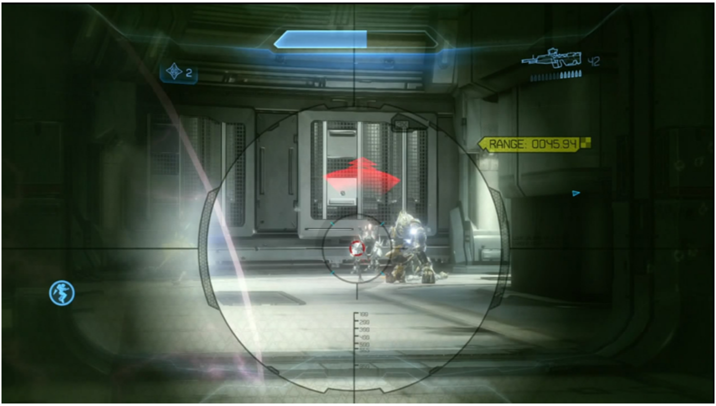
Initially, a lone Knight appears at the center of the room, followed by packs of Crawlers. Once these are dealt with, things get a bit more intense. Multiple Knight Battlewagons begin streaming into the room, armed with Scattershots. You have to hold off the enemy until the servers are fully raised from storage and placed back online.


ESTABLISH DATA LINK
CURRENT OBJECTIVE
2
42
13.9M
14

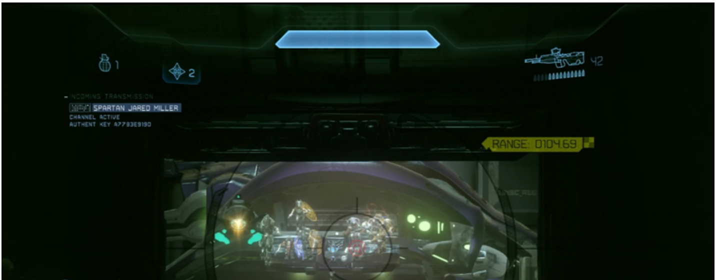
[11] With the servers back up, you must use the control panel indicated on your HUD to get the data link established for the entire ship.

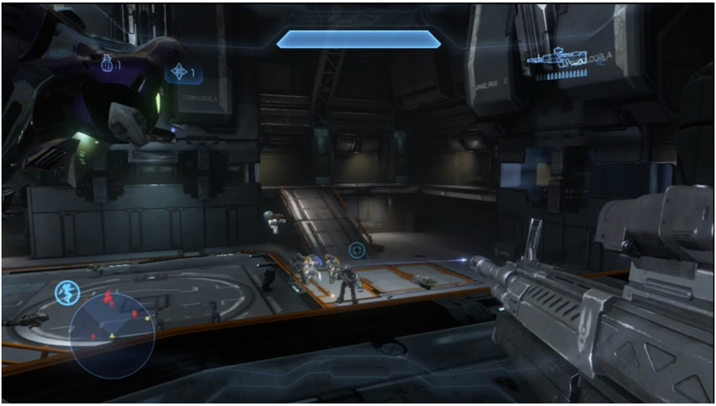
Objectives Eight and Nine: Get Back to the Hangar, Seal Hangar Doors

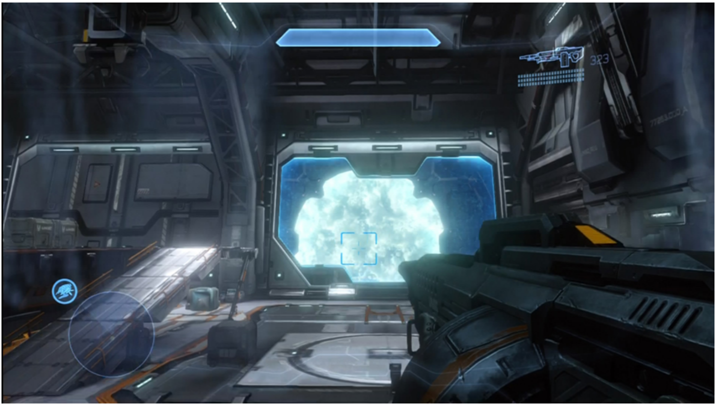

2
INCOMING TRANSMISSION
INCOMING TRANSMISSION
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
HALO
42
14


2
42
RANGE: 0045.94

[12] A side door that leads to another corridor opens up and takes you back to the O-shaped hallway and eventually the hangar. A small squad of Covenant and Promethean Crawlers will try to stop you.


1
2
42
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
RANGE: 0104.69

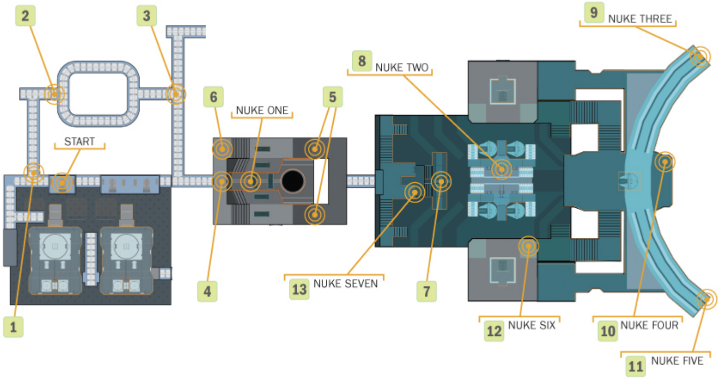




The hangar itself has been reoccupied by the Covenant, with a fully loaded Phantom making a deployment just as you arrive. The two side gunners are Elites this time, which makes shooting them off the guns more difficult. It will drop two squads of infantry, so be careful about rushing into the area. Take advantage of the weapon cache [7] and gun down any hostiles you can find from that location before you enter the hangar to finish off any survivors. The lift [6] that you used to make your way to the server room is actually a very good spot to snipe at the enemy from above.

Once the hangar is declared clear of enemies, make your way back to the hangar door controls and seal them. While you get this done, you get a disturbing report from Roland: The enemy has breached the *Infinity's* engine room. The mission ends as Fireteam Crimson prepares to dive deeper into the ship's bowels to continue the fight.

Chapter Three: Engine of Destruction


2
3
9
NUKE THREE
8
NUKE TWO
6
NUKE ONE
5
START
4
13
NUKE SEVEN
7
1
12
NUKE SIX
10
NUKE FOUR
11
NUKE FIVE

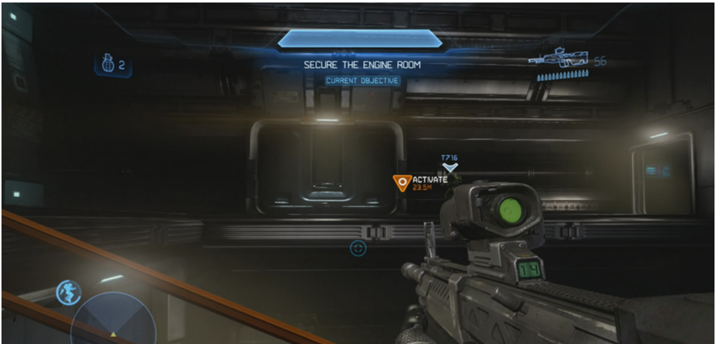
After taking down the initial groups of Covenant trying to board the ship, things take a turn for the worse. Covenant forces have managed to assault the engine room of the *Infinity* , a situation that could only lead to very bad things. Rush to the engine room and remove the Covenant from it with all the violence you can muster!

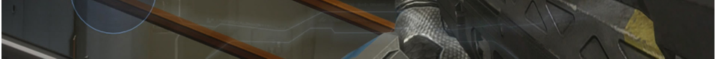
The mission becomes more than just a simple rout of enemy forces. After clearing the compromised server room again, you are ordered to rush to the engine room. You discover that they are planting nuclear warheads throughout the *Infinity* in the hopes of destroying the whole ship via chain reaction. This is not an acceptable outcome. Expect the Covenant to oppose you at every turn, coming out in force to deny you access to every nuke that is marked on your HUD.

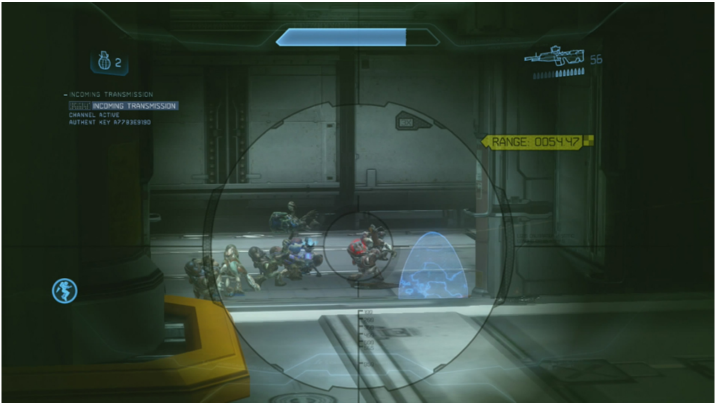
Map Location: *Infinity*

UNSC weapons and Covenant weapons are ideal, as you'll always find more ammo for them lying around the ship during this mission. The DMR and Covenant Carbine are excellent weapons to start with. Early on, you will confront Grunts armed with Fuel Rod Cannons, and it can't hurt to horde those weapons because they make excellent universal problem solvers throughout the mission.

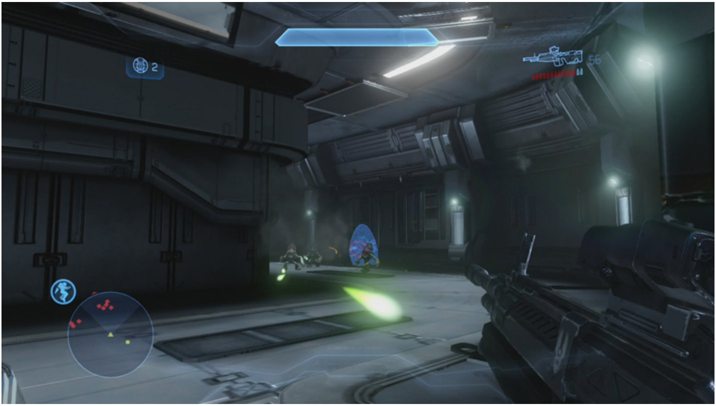
Objective One: Secure the Engine Room

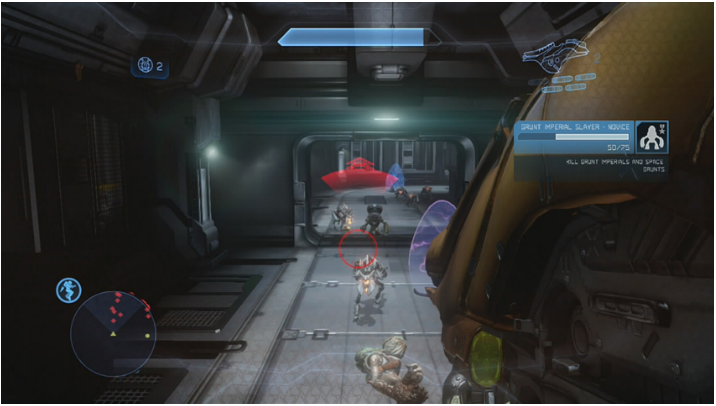

2
SECURE THE ENGINE ROOM
CURRENT OBJECTIVE
56
T716
ACTIVATE
23.5M
14




2
INCOMING TRANSMISSION
INCOMING TRANSMISSION
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
56
RANGE: 0054.47

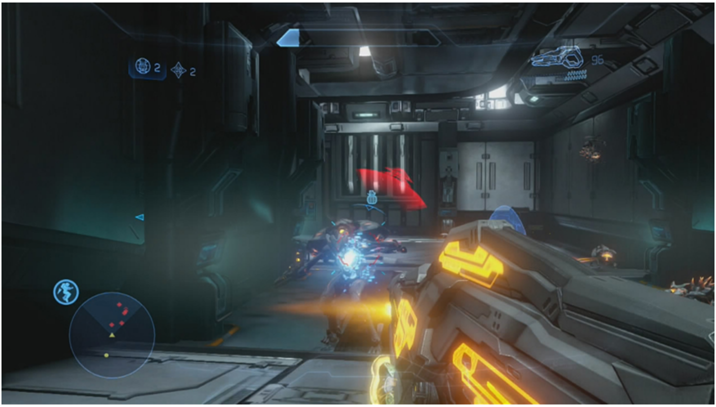
[1] You begin inside a secured hangar with the bad news coming down from Roland and Miller: Hostiles have breached the engine room, and Fireteam Crimson is the closest to handle it. The controls to open a locked door are then marked on your HUD. Just beyond them is the first cluster of resistance, a squad of Grunts, one of whom is manning a Plasma Cannon. Pay attention to them as you gun them down so that you don't get blindsided by any Fuel Rod Cannon wielders.



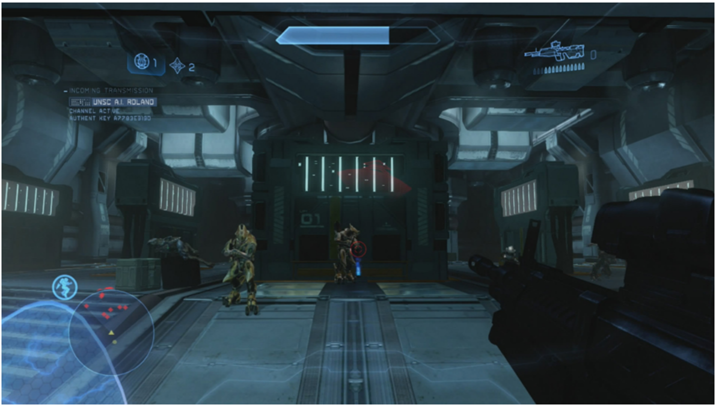

2
GRUNT IMPERIAL SLAYER - NOVICE
50/75
KILL GRUNT IMPERIALS AND SPACE GRUNTS

[2] To the right of this first group is a corridor that offers you a choice between a left and right path, both of which contain more Covenant troops. Promethean Crawlers and Knights begin making an appearance on both routes as you try to push forward. As you deal with these hostiles, Spartan Miller chimes in with more bad news: The server room that was previously secured has been reoccupied by Covenant. You're given a priority mission redirect.

Objective Two: Secure the Data Center



[3] At the end of the O-shaped corridor is your access to the data center. The next corridor is filled with Promethean Crawlers and Knights. Once this subcorridor is cleared, you can reach the sealed door that leads directly to the server room. Make sure you load up any UNSC weapons you have on you at the nearby ammo crate before opening the door.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2
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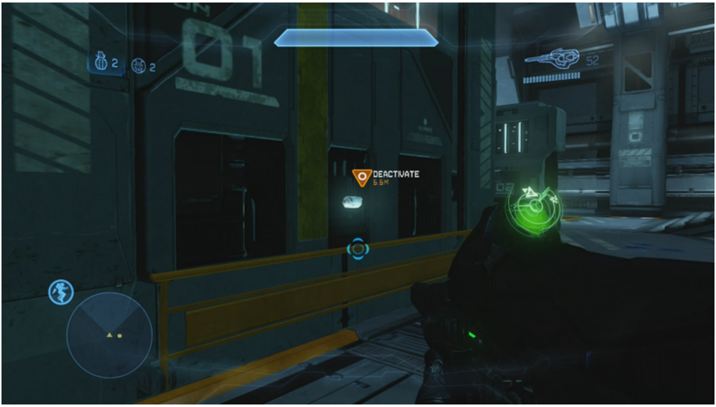
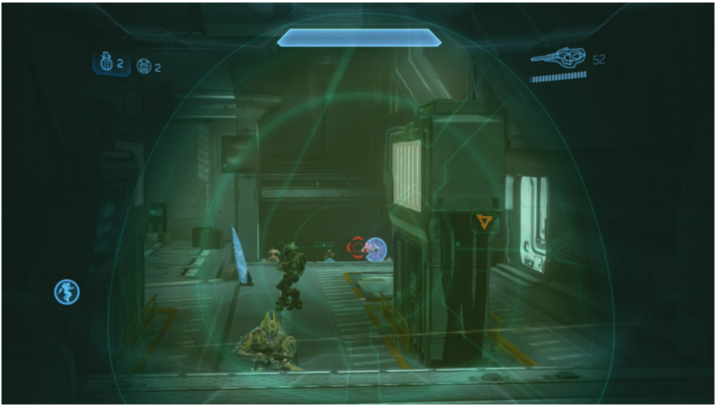
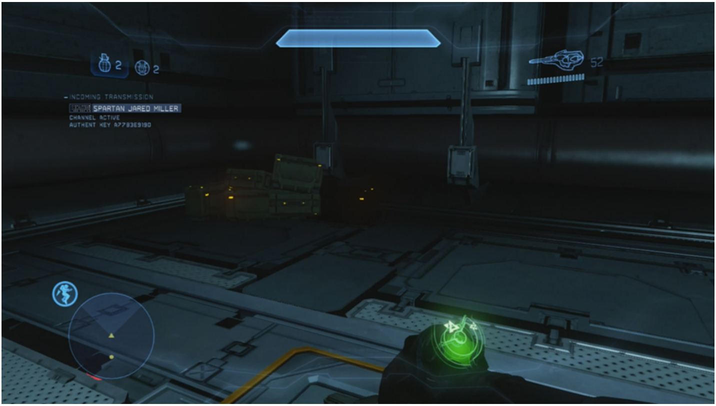
INCOMING TRANSMISSION
UNSC A.I. ROLAND
CHANNEL ACTIVE
AUTHENT KEY A7783E9130
01


01
2
2
52
DEACTIVATE
5.5M

[4] A large squad of Covenant now own the server room, and this is where you encounter the first of the stolen nuclear warheads. Elites make up the bulk of your initial hostile contacts here in this room, but Grunts and Jackals in the rear of the room start coming forward very quickly. Clear out the hostiles in the entire room, and then the nuke will be marked on your HUD for disarmament.

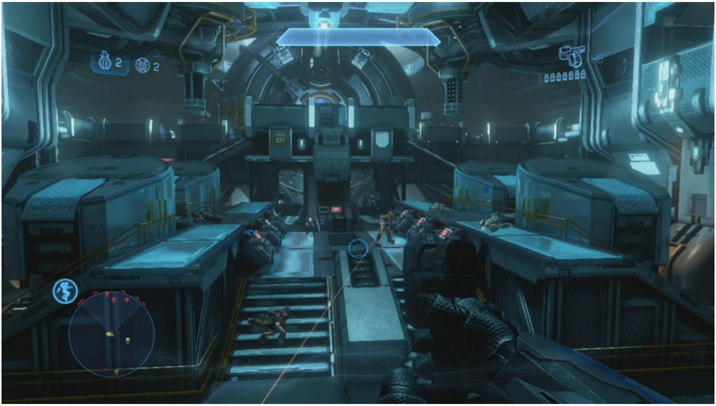
The fact that one nuke was smuggled aboard has Roland concerned, but there's no time to sit around trying to figure out how it was done. You're ordered to pick up the pace and get to the engine room.

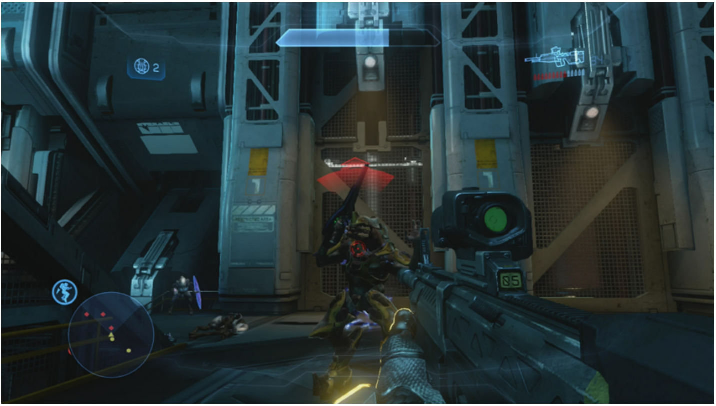


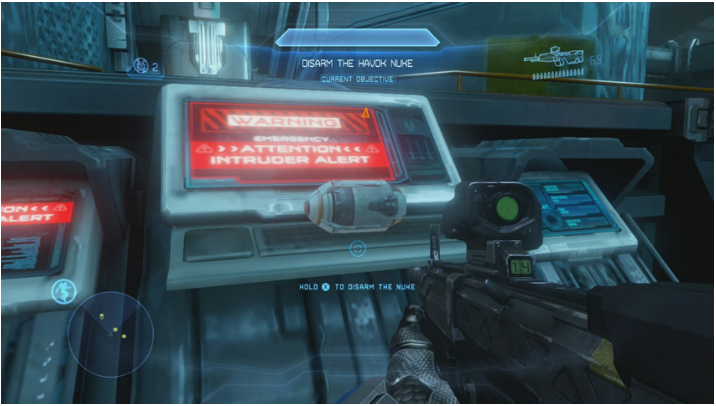

2
2
52
- INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190

[5] Another swarm of Covenant flood in from one of the passages at the far end of the server room shortly after the nuke is disabled. If you need more ammo for UNSC weapons, there is a set of ammo crates on an upper level ledge near the room entrance [6]. Marines who are trying to hold down engine room make one last panic-ridden transmission indicating that they are about to lose their battle. Time is running out.

Objectives Three and Four: Continue to Engine Room, Disarm the Havok Nuke





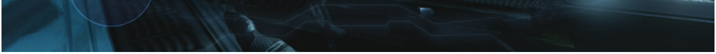

2
DISARM THE HAVOK NUKE
CURRENT OBJECTIVE
WARNING
EMERGENCY
>>ATTENTION<<
INTRUDER ALERT
14
HOLD X TO DISARM THE NUKE

[7] By the time you arrive at the engine room, all but two Marines are out of the fight, and the entire room is spread out before you, filled with all manner of Covenant. There are a number of ammo crates near the Marines' position, so Spartans bringing a DMR or Magnum to the fight can stay very well stocked. Keep plugging away at the enemy as best you can while Roland tries to figure out how he missed a nuke being smuggled aboard. [8] Another nuke is eventually detected and marked your HUD once you've eliminated the majority of this first wave of hostiles. Disarm it quickly, as this nuke has been primed for detonation.

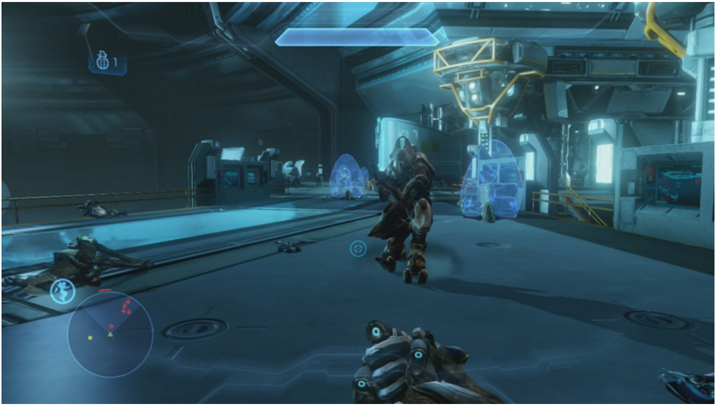
Objective Five: Search and Disarm Nukes

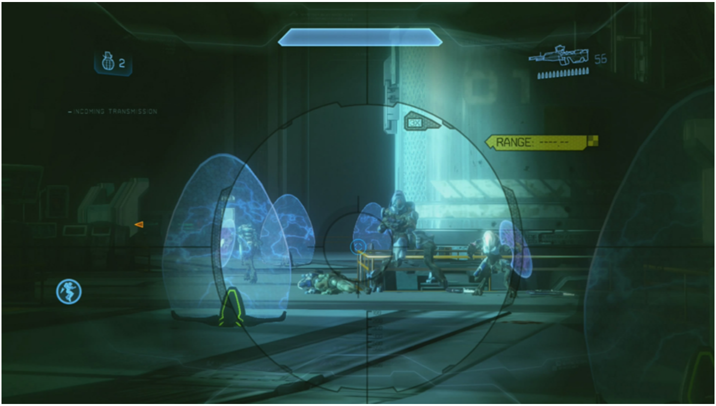
2
56
RANGE: 0053.16

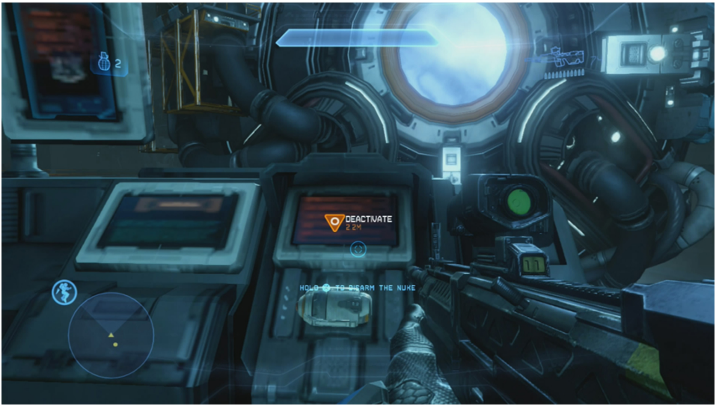
1
38
DEACTIVATE



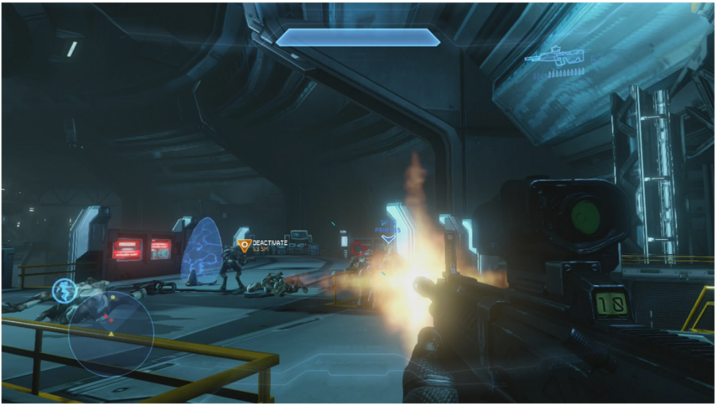
[9] The mystery of the stealthy nukes is solved in short order: They have been fitted with Active Camouflage. The third nuke is marked on the HUD, and it requires that you fight your way up one of the stairwells to reach the upper level of the engine room to reach it. The Covenant force protecting this area is very heavy on Jackal Rangers armed with Covenant Carbines, and they are all crack shots if given half a chance. Sterilize the area of Covenant presence and deactivate the nuke.

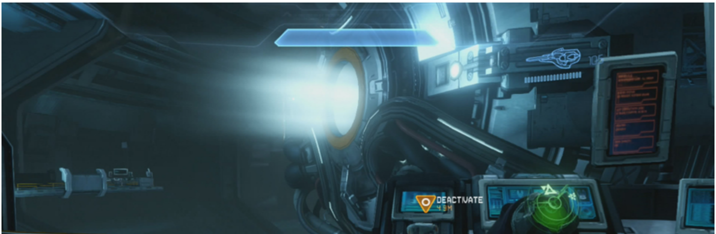



2
- INCOMING TRANSMISSION
56
3X
RANGE: ----.--


2
DEACTIVATE
2.2M
HOLD TO DISARM THE NUKE
11

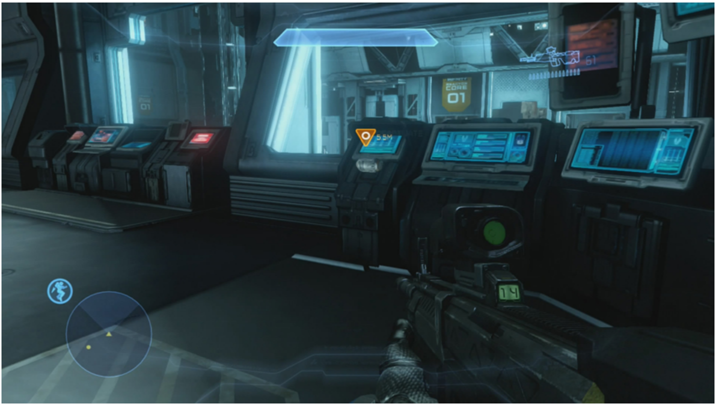
[10] Nuke number four is located very close to the third. After disarming the third device, Covenant forces ambush you from the upper levels, dropping down in large numbers. This next wave throws many Jackals and Elites at you, and the area near the third nuke is not exactly brimming with cover. Fight off the hostiles, then disarm the warhead mounted to a console facing the engine core.


DEACTIVATE
10

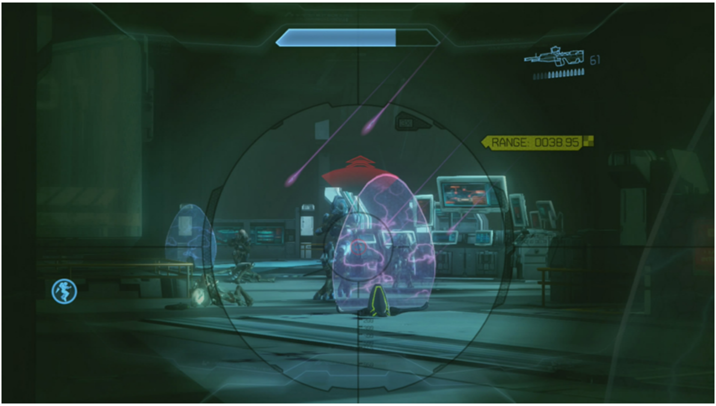

DEACTIVATE
4.9M

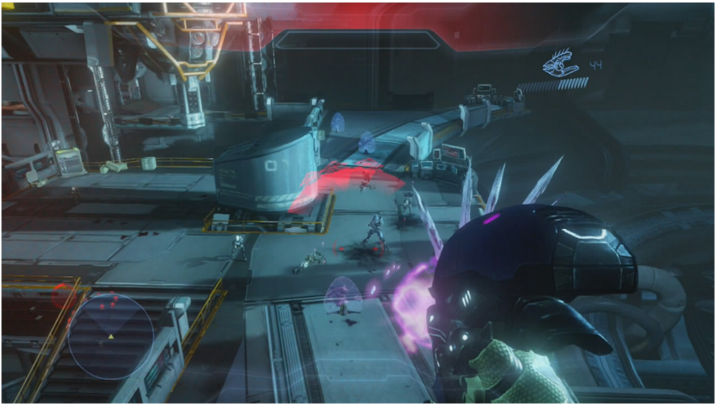
[11] Nuke number five is also very close. Shortly after disarming the fourth nuke, more Covenant drop in to try to stop you. As you deal with them, Roland will mark the fifth warhead for disarmament.

75
RANGE: 0022.99

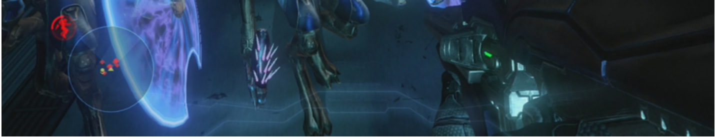

61
CORE
01
5.5M
14

[12] A sixth nuke is located in a small control room close to the fifth warhead. Covenant resistance near this device is surprisingly light, especially if you've taken the time to clear out the hostiles from earlier waves first.


61
RANGE: 0038.95

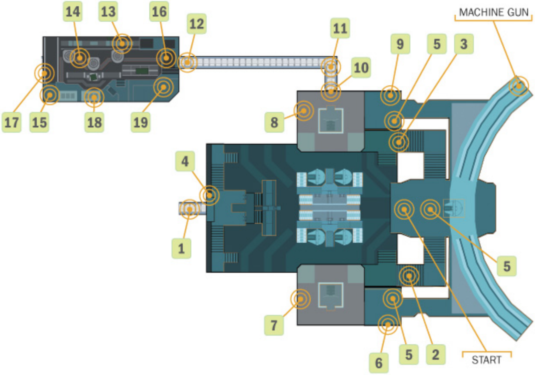


After nuke number six is dealt with, the Covenant show up in force, dropping multiple clusters of troops on the upper and lower levels of the engine room. The control room where nuke six is located is a good space to hold down temporarily while you try to whittle away at the enemy.



As you bring down the hostiles, a seventh nuke is discovered very close to the engine room entrance [13], on a walkway directly above it. A swarm of Jackals are deployed next to it. With this nuke out of the picture, all the nukes have been disarmed! However, it seems that the enemy is aware of this, and they are sending reinforcements to fix that little snag in their plans. The chapter ends on this cliff-hanger.

Chapter Four: The Guns of *Infinity*


14
13
16
12
11
MACHINE GUN
9
5
3
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17
15
18
19
8
4
1
5
7
6
5
2
START

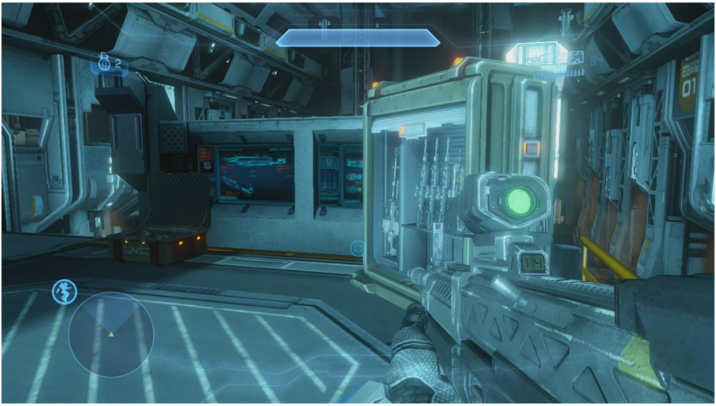
The Covenant are coming for the engine room in force, intending to reverse the situation that got their stealth nukes disarmed. Fireteam Crimson has set up a small supply depot on the upper level of the engine room and filled it with ammo and weapons that will hopefully give them a chance to hold off the impending assault. Things are about to get a little busy.

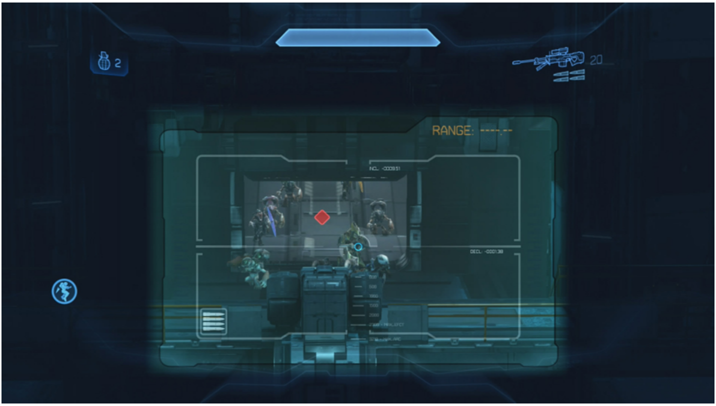
You face multiple waves of hostile reinforcements throughout the first stages of this mission. You need to not only kill off the Covenant attacking the engine room, but you also must seal off a series of bulkheads that they are traveling through to access it. After this is done, you must restart the *Infinity's* defenses by breaking through another portion of the Covenant siege and retaking the aft weapons control station.

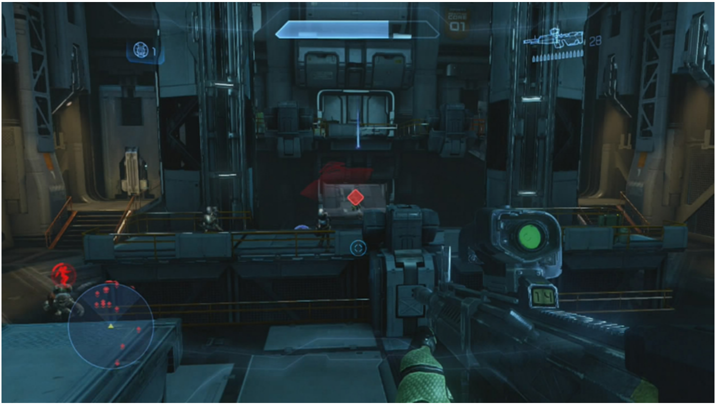
Map Location: *Infinity*

There's almost to excuse to not make the DMR and Sniper Rifle your main weapons of choice for this mission. There are convenient stockpiles to keep these weapons topped off with ammo. Take the Ammo upgrade, since it will allow you to stay in the fight longer with UNSC weapons before you have to go back to any ammo crates. Of course, heavier targets like Hunters may require you to get creative with your positioning or locate heavier firepower.

Objective One: Defend the Engine Room

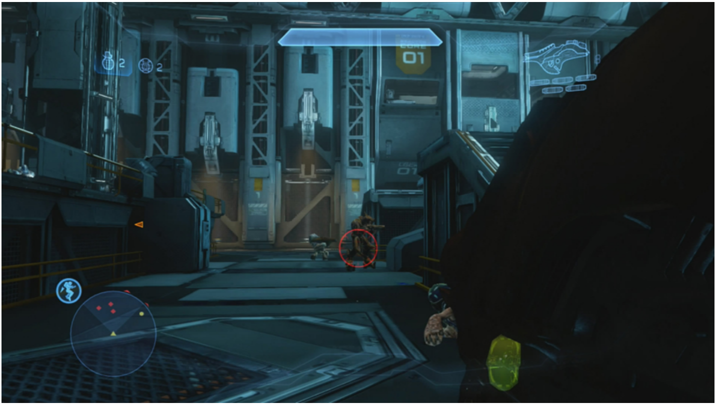


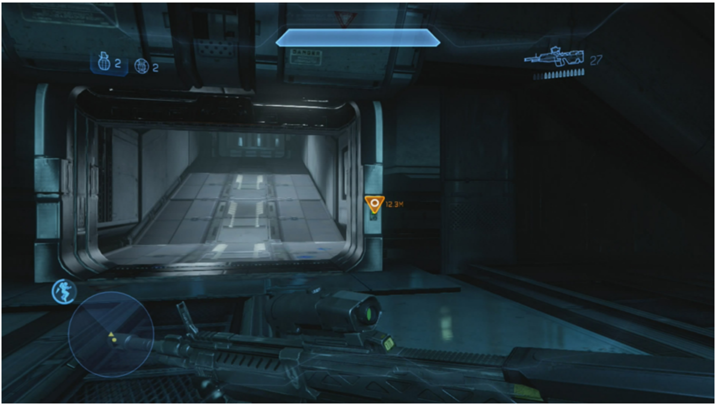




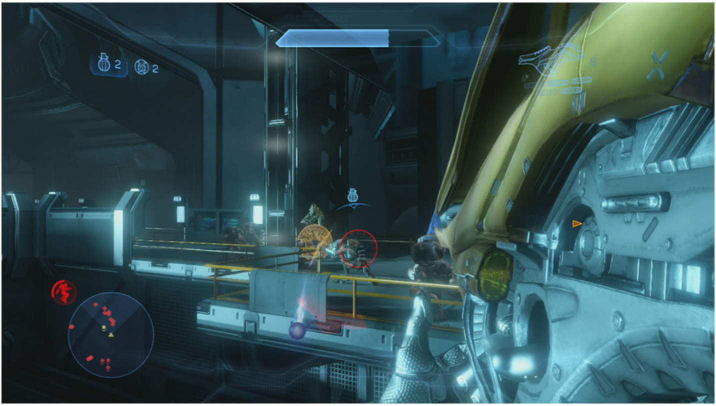
[1] The first wave of Covenant floods through the engine room entrance: Grunts, Jackals, and Elites. Engage them with a mix of DMR and Sniper Rifle fire. They will try to push forward and advance up the two stairwells from the ground level [2] [3], but you can deny them this with consummate sharpshooting. If you're playing with friends, call out any hostiles that manage to get close to or actually arrive on the upper level to avoid unfortunate instances where you get flanked. Be on the lookout for any Fuel Rod Cannon-equipped hostiles throughout this first wave.

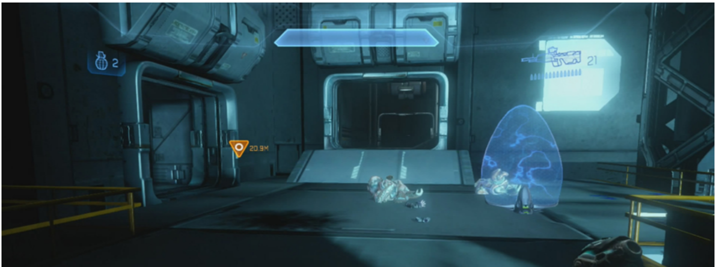
Objective Two: Seal the Bulkhead Doors





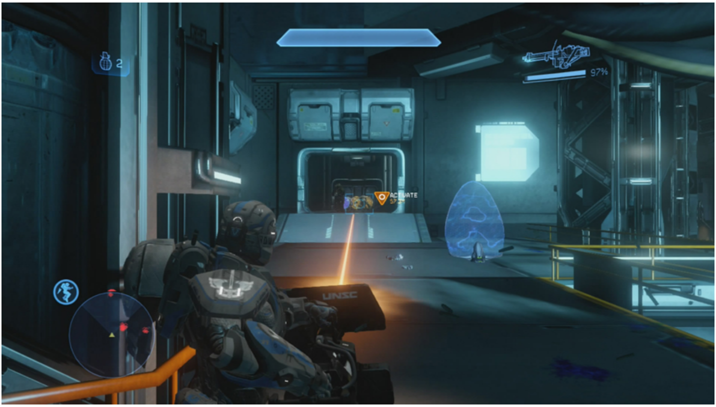
[4] This is where things get interesting: Spartan Miller marks a door control that will seal the bulkhead and prevent Covenant from using that point of entry. This is likely still behind a great number of hostiles when it is first marked. There is no penalty to making certain you've cleared out the enemy before pushing forward to the controls.





[5] Securing the first bulkhead triggers a massive invasion of Covenant that drop in from the unreachable upper floors of the engine room onto the upper catwalks and lower floor sections. If you were sniping from the upper level near the starting location, you stand a good chance of being overwhelmed by hostile fire almost immediately after the first bulkhead is sealed.

Your second objective is marked on the HUD, and it is also where the concentration of Covenant is greatest. Stick to longer-ranged combat, and watch out for Covenant that try to take up the Machine Guns mounted on the guard rails overlooking the two stairwells [6].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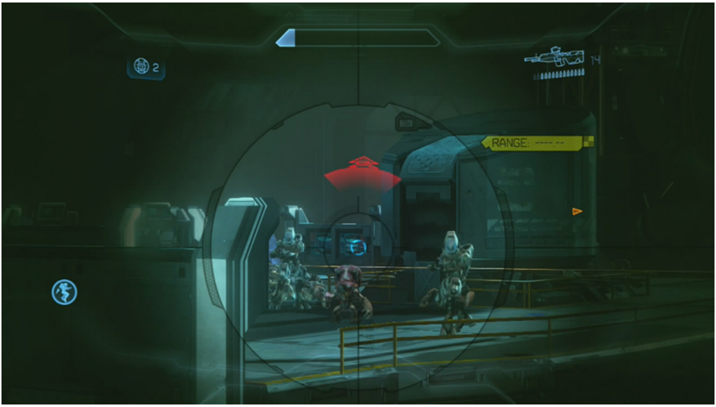
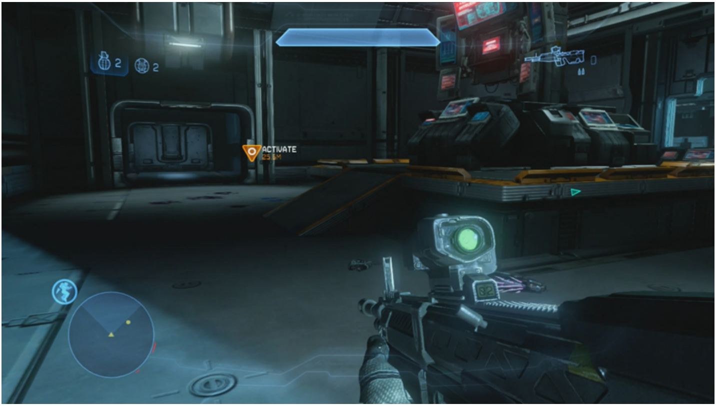
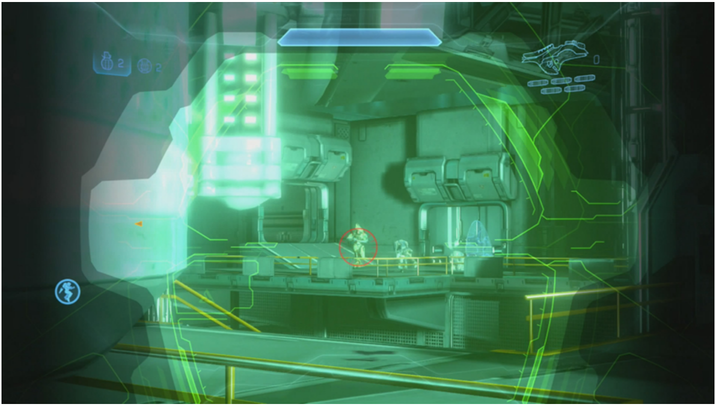
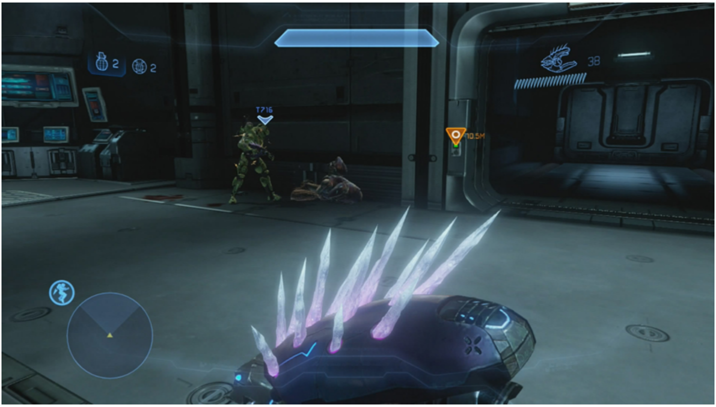
ACTIVATE
UNSC



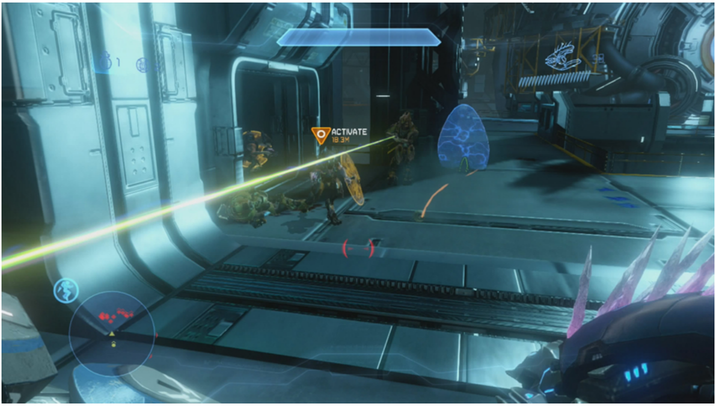

2
2
ACTIVATE
25.5M
0
62

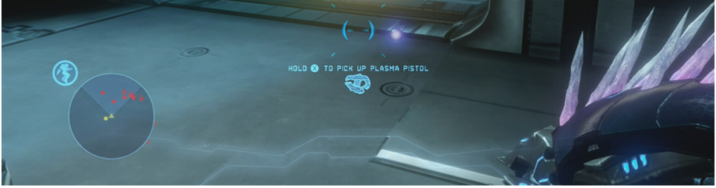
[7] The next bulkhead to be sealed is actually very close to the second. Almost as soon as it's marked, another wave of Covenant drop in throughout the engine room, with another force charging down the corridor next to the controls that you now need to reach. If you are in the right position, you can eliminate the hostiles closest to the controls before they become a real problem, but we recommend that you do not seal the bulkhead until the whole engine room is cleared once again, otherwise you'll have to deal with the stragglers from this wave in addition to the new reinforcements.



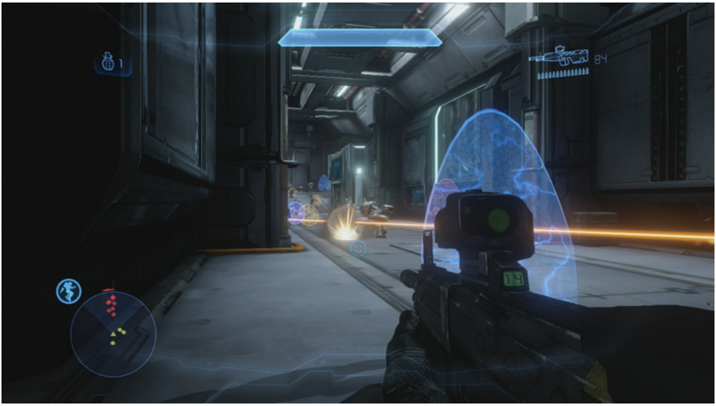

2
2
T716
10.5M
38

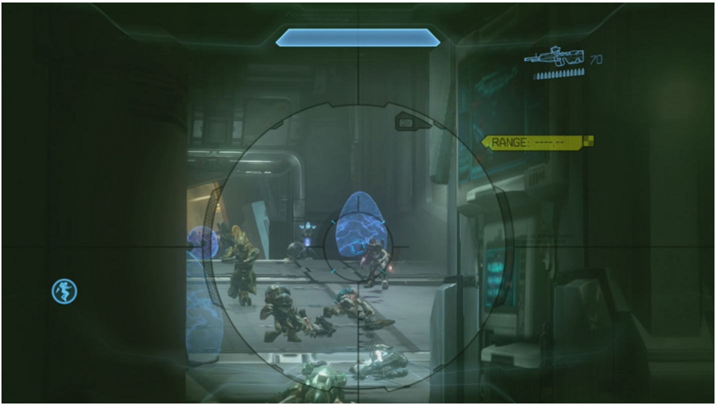
[8] [9] The other bulkheads that need to be sealed are located on the other side of the upper engine room level, and more Covenant are predictably pushing their way through the open doors. Advance with caution, as there are more mounted Machine Guns that the enemy can use against you, and they will cut you down in seconds.


1
ACTIVATE
18.3M
38


HOLD ⓧ TO PICK UP PLASMA PISTOL

After you seal the first door [8], the last door [9] is marked on your HUD in time for more hostiles to drop in throughout the engine room. Once you seal these last two doors, finish off all remaining Covenant, then give yourself a pat on the back. The first objective of the mission is complete!

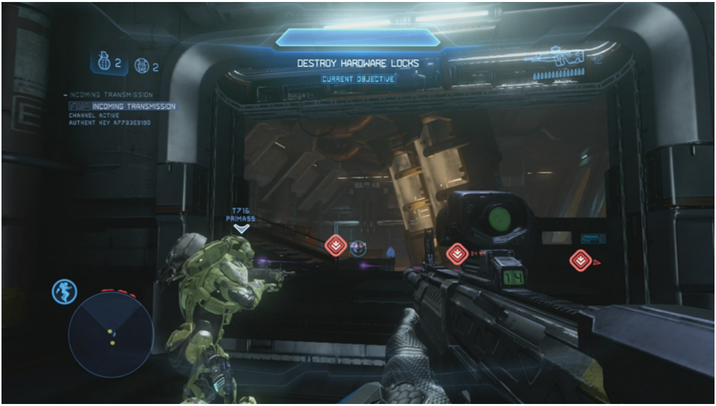


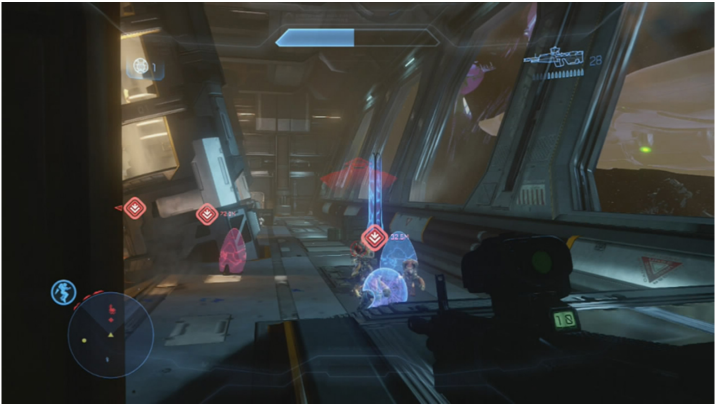


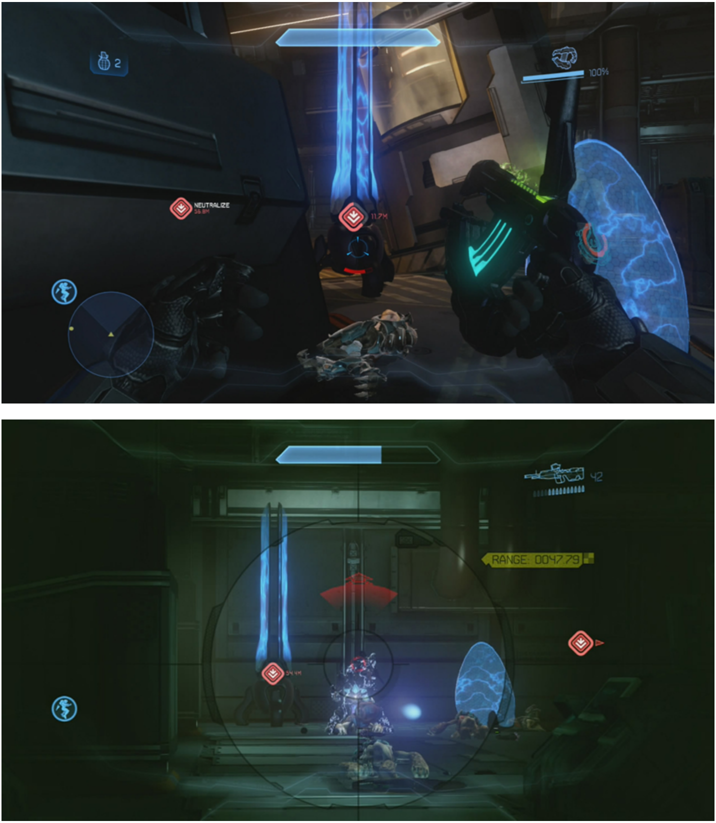
[10] The *Infinity's* weapon systems suddenly go offline, leaving the ship defenseless against external threats, and you're ordered to go to the aft weapon control station and get the guns back online. [11] After proceeding through the door indicated on your HUD, you arrive at a corridor on the verge of being overrun by Covenant, with a stalwart few Marines holding their ground. On

the opposite end of the corridor, a pair of Covenant manning Plasma Cannons try to lock down the area and prevent any advances [12]. This piece of the ship is an extremely hard area to try to break through. Stay calm, and do not push forward until the stream of Covenant dwindles. Many high ranking Elites and Grunts are here, and you can expect a lot of Fuel Rod Cannons to be pointed your way.

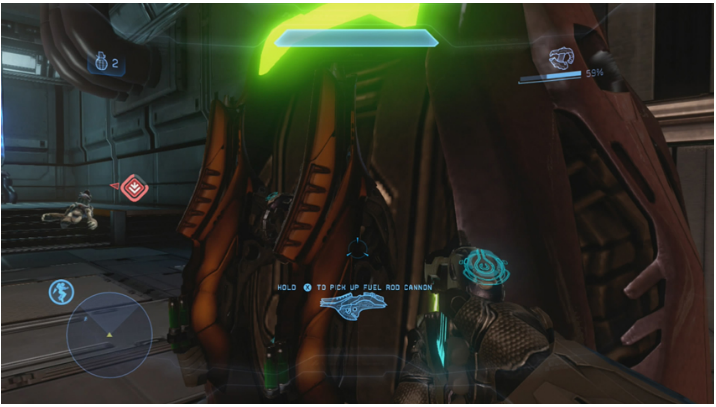
Objective Three: Destroy Hardware Locks

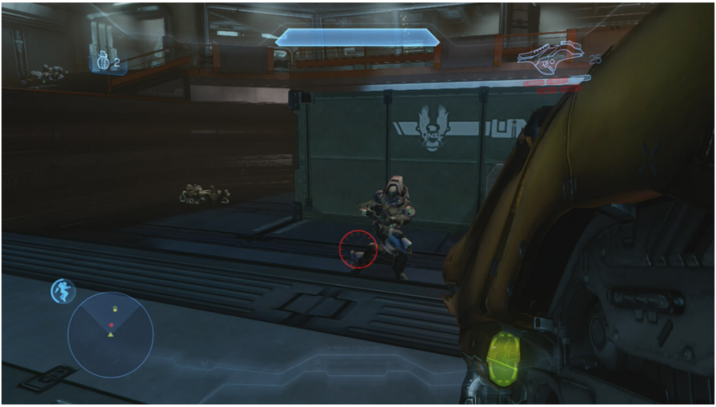

2
2
INCOMING TRANSMISSION
INCOMING TRANSMISSION
CHANNEL ACTIVE
AUTHENT KEY A7793E919D
DESTROY HARDWARE LOCKS
CURRENT OBJECTIVE
12
T716
PRIMASS
14




2
100%
NEUTRALIZE
11.7M
42
RANGE: 004779

[13] [14] [15] Inside the aft weapon control, three devices have been placed by the Covenant to lock up the weapon systems of the *Infinity* . They must be destroyed before the ship can defend itself once again. Each device has a compliment of hostile troops defending it. If you've got a Fuel Rod Cannon of your own, you can snipe the devices from a relatively safe distance. However, we really recommend taking down all of the Covenant first before you destroy the hardware locks, as their destruction will trigger another wave of enemies to charge into the area.

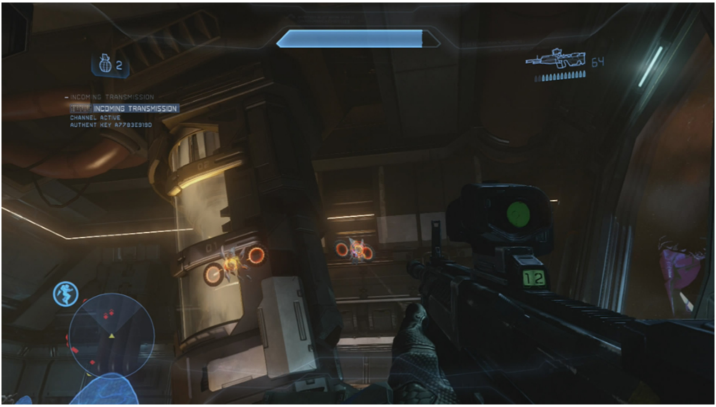

2
59%
HOLD ⓧ TO PICK UP FUEL ROD CANNON

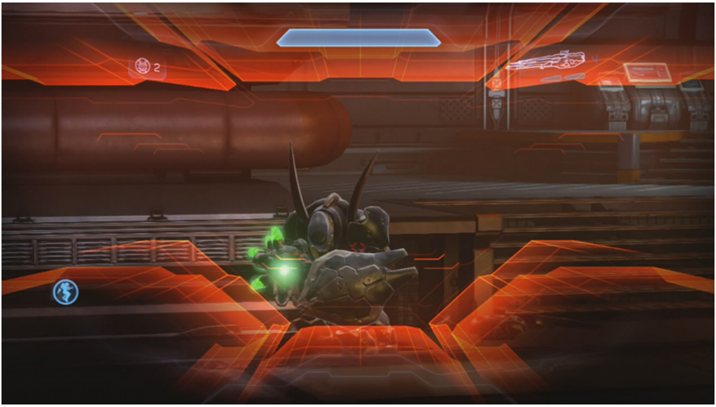


[16] When the hardware locks are destroyed, another group of enemies will enter the area. Fortunately, you can blunt this assault quickly using Fuel Rod Cannons found near one of the hardware locks [17].

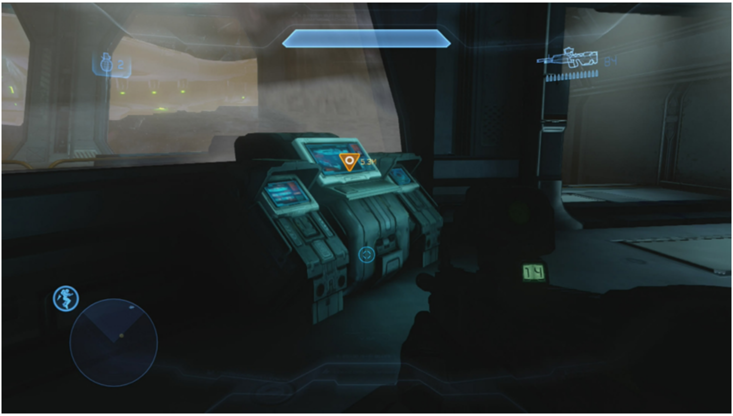
Objectives Four and Five: Eliminate the Hunters, Activate Aft Weapons

2
INCOMING TRANSMISSION
INCOMING TRANSMISSION
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
22


2
64
12
INCOMING TRANSMISSION
INCOMING TRANSMISSION
CHANNEL ACTIVE
AUTHENT KEY A7783E9190

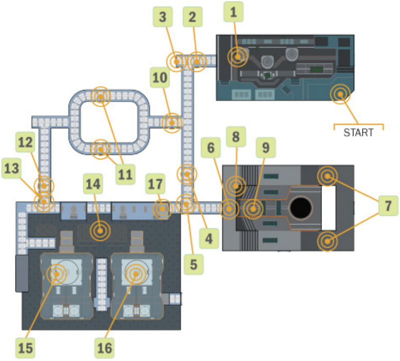


[18] It's a good thing that those Fuel Rod Cannons are available. When you defeat the first wave of the Covenant counterattack, a swarm of Hunters, Crawlers, and Watchers bursts into the aft weapon control room and proceeds to make life exceedingly miserable. Expect Crawler Snipes to be among these enemies. While you are specifically ordered to deal with the Hunters, we recommend putting down the Crawlers and Watchers first. Conserve any heavy weapons you have to deal with the Hunters once you've killed off the Prometheans. Having co-op partners for this section is very useful, especially if one player snags a Binary Rifle, while the others get the Hunters to expose their weak backsides to Binary justice.



[19] After the last hostiles are eliminated, the controls to reactivate the *Infinity's* weapon systems are marked on your HUD. Use that control console to make the vessel a proper warship once more. If you look outside the windows, you can see the *Infinity's* guns tear apart a Covenant Cruiser, bringing the mission to an explosive conclusion.

Chapter Five: Victory Lap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16
17
START

The siege of the *Infinity* has finally been broken, but the surviving Covenant and Prometheans on board the ship intend to make life as difficult as possible before they finally succumb to the UNSC. Fireteam Crimson is ordered to sweep the ship and finish off all hostile stragglers.

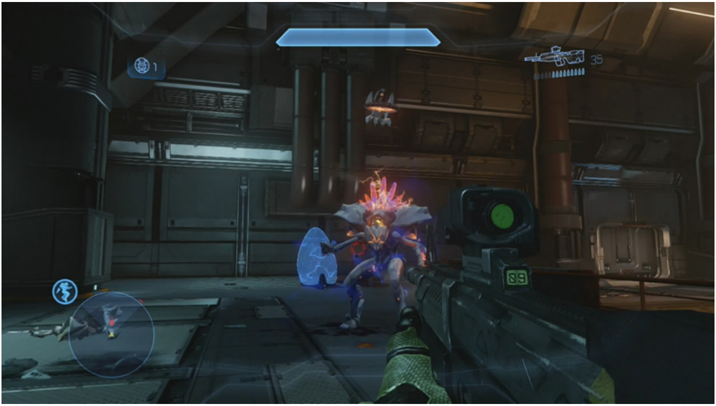
Kill everything that isn't UNSC between the aft weapon control room and the hangar bay. You will have to make a slight detour to the server room once more, but the only reason you're doing that is to kill even more hostile aliens.

Map Location: *Infinity*

UNSC weapons continue to be great tools for operating inside a UNSC vessel. Consider replacing your secondary weapon slot with a Fuel Rod Cannon as soon as possible. The enemy carries it in great numbers here, and it can be a great equalizer throughout the entire mission. You also might want to see about recovering an Incineration Cannon from a Promethean Knight Commander, if at all possible. The Covenant have many Hunters to throw into this final battle, and this weapon is even more effective than the Fuel Rod Cannon at putting them down.

Objective One: Clear the Area

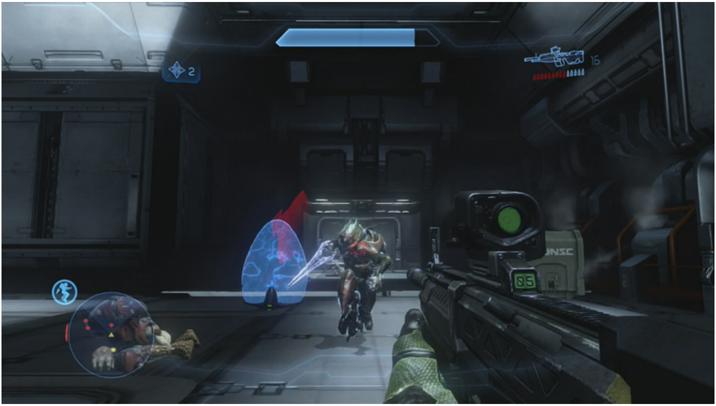
2
55
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
RANGE: ---.--

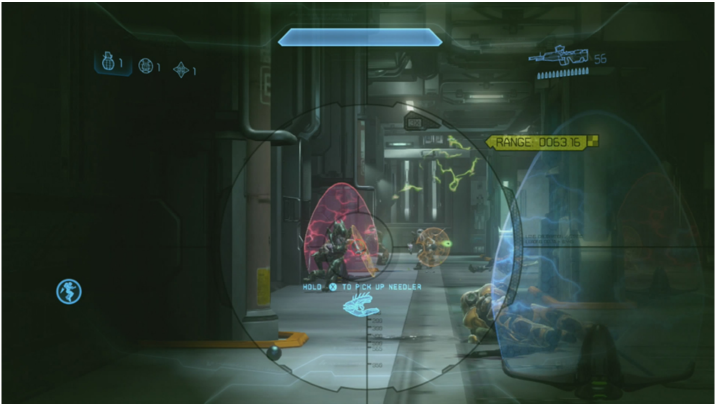


[1] You start this mission in the aft weapon control room, and come under immediate attack by Promethean Watchers and Crawlers who are teleporting into the area. Gun down the Watchers as quickly as possible, as they will continue to defend and support existing Crawlers, or revive the dead ones. Eventually, Knights join the battle.

Objective Two: Clear the Halls

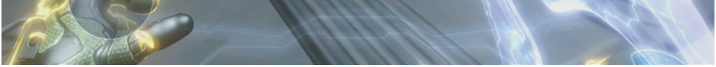
2
INCOMING TRANSMISSION
INCOMING TRANSMISSION
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
16
GRUNT ULTRA SLAYER - PROFICIENT
25/50
KILL GRUNT ULTRAS
12




1
1
1
56
RANGE: 0063.16
HOLD X TO PICK UP NEEDLER

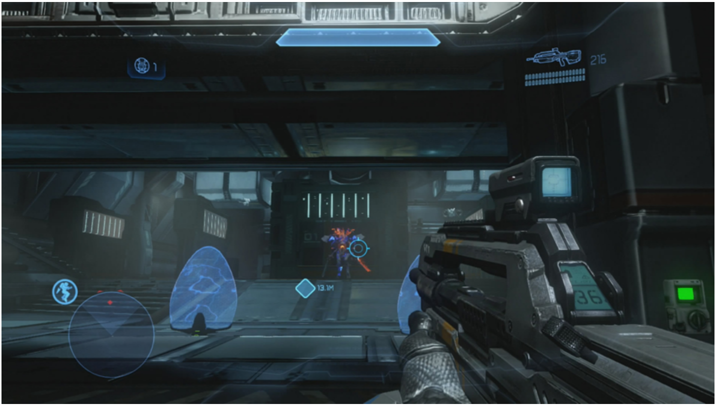
[2] Once you defeat the Prometheans, you're directed to a corridor that Miller states is showing heavy enemy activity. Through the indicated door is a squad of Grunts ripe for the killing. Farther down that same corridor, another door [3] opens up, revealing an Active Camo-using Elite Zealot. Around the corner to the left of that door is another contingent of Covenant troops—Elites at the front, with Grunts and Jackals supporting from the rear. Farther down this corridor are two Plasma Cannons being manned by Grunts [4].

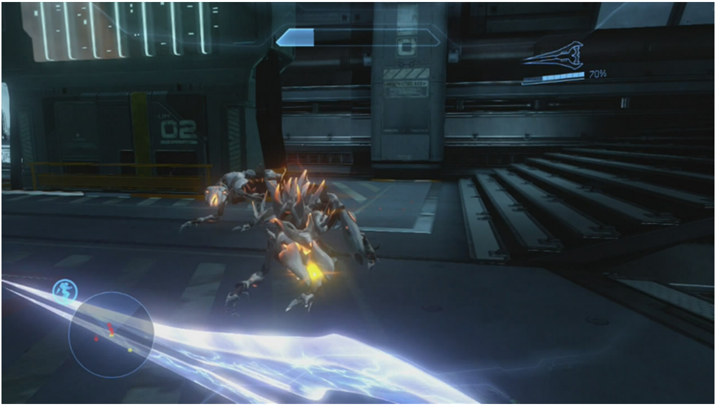
1
1
1
43
RANGE: ----.--



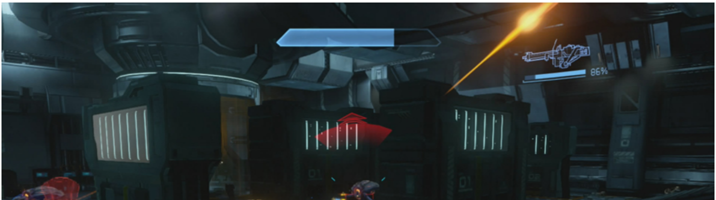
Be careful as you advance down this corridor and make sure you put down any Grunt you see armed with a Fuel Rod Cannon immediately. You'll want those weapons to use against the new group of Covenant that appears farther down the corridor [5]. This group includes three Zealots, all with Energy Swords!

Objective Three: Secure the Server Room

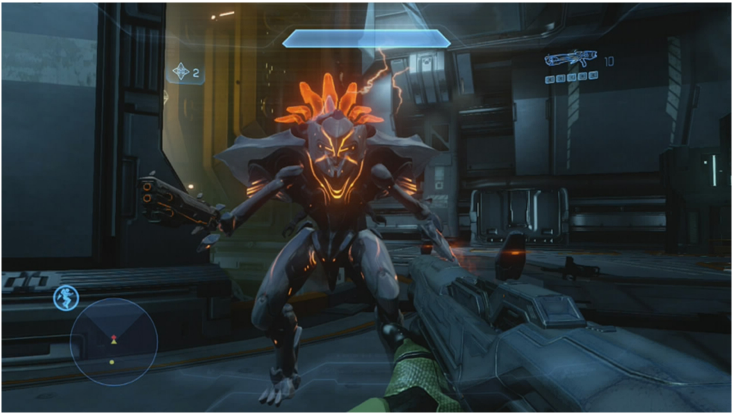

1
215
13.1M
36



[6] You can't fault Covenant and Promethean tenacity. Clearing the corridor leads to a report from Roland that the enemy is trying to get inside the server room once again. As you enter the server room, you encounter a Knight Battlewagon, a pack of Crawlers, and a small convoy of Watchers. The Watchers can make this battle more problematic by deploying beam cannons atop the server racks, if left unchecked.

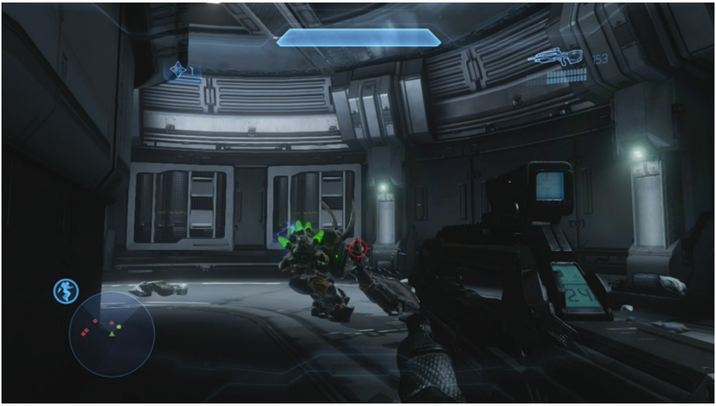


After killing off the first wave of Prometheans, more Crawlers and Watchers teleport inside, and eventually a team of Knights joins the party by arriving from the other side of the room [7]. You can put them down with your other armaments, but if you're so inclined, a Machine Gun [8] can be located on the upper-level catwalk just above the server room entrance. More Crawlers teleport into the server room after the Knights are taken down.



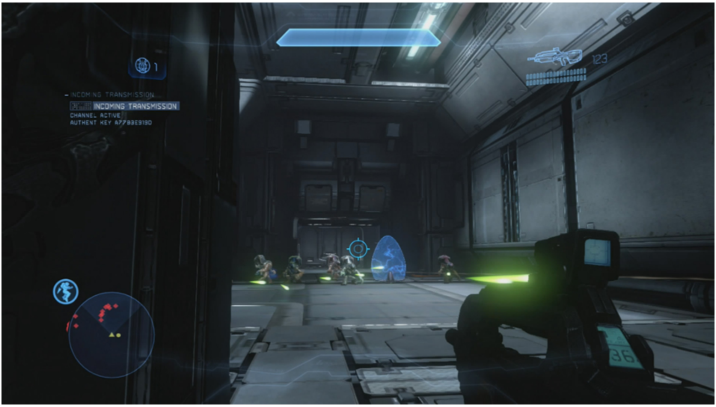
[9] The final wave of hostiles is a set of three Knight Battlewagons, all tough customers in their own right. Destroy them to put an end to this last-gasp effort at the servers. Make sure you reload any UNSC weapons you have at the numerous weapon crates throughout the area before moving on.

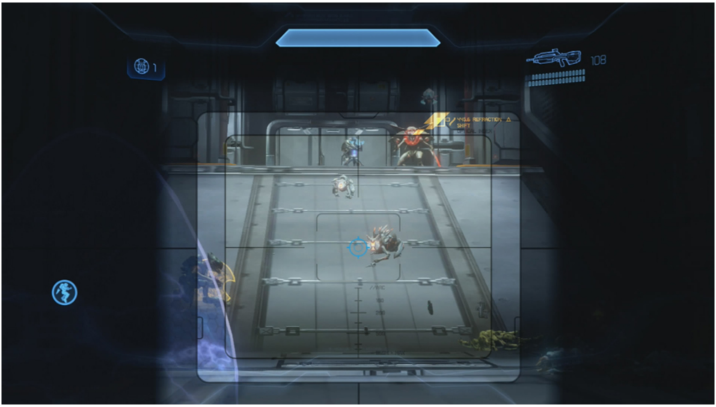
Objective Four: Get Back to the Hangar

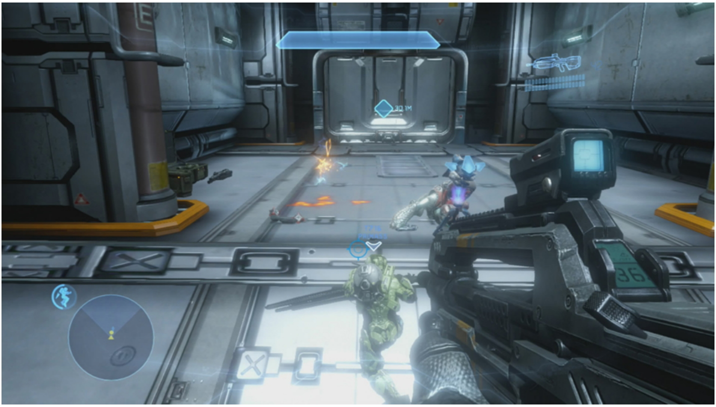


[10] Your next waypoint takes you to the O-shaped corridor that connects directly to the hangar. Before you rush in there, we recommend that you have a Fuel Rod Cannon on hand if that is at all possible. If not, you're going to have a tough time dealing with the two Hunters [11], on top of the Crawler, Grunts, and Jackals milling about the area. Eliminate all hostiles and then move on.

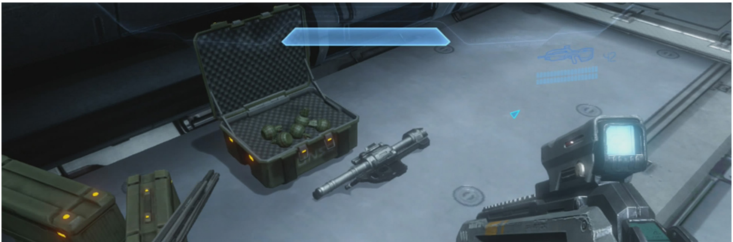
Objective Five: Push to the Hangar Bay


1
INCOMING TRANSMISSION
INCOMING TRANSMISSION
CHANNEL ACTIVE
AUTHENT KEY A77B3E919D
123
36



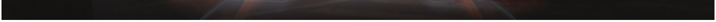


[12] Just as you exit the O-corridor, you encounter small squad of Grunts. Make a left from them and you face off against a mixed group of Covenant and Prometheans. Watch out for the Plasma Cannon gunner while you deal with the Binary Rifle-armed Knight Lancer that is guarding the door you need to pass through [13].



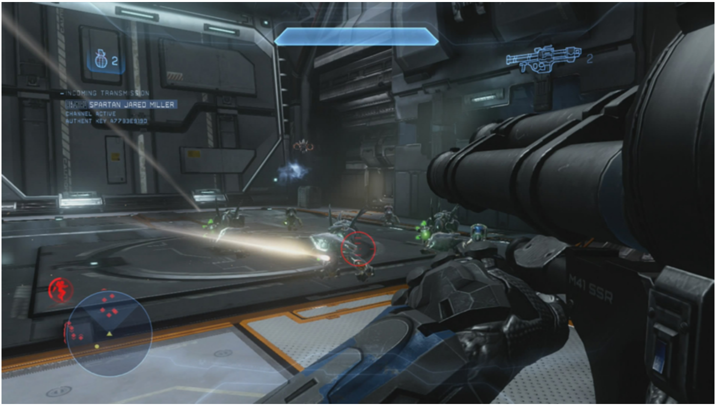
Tip

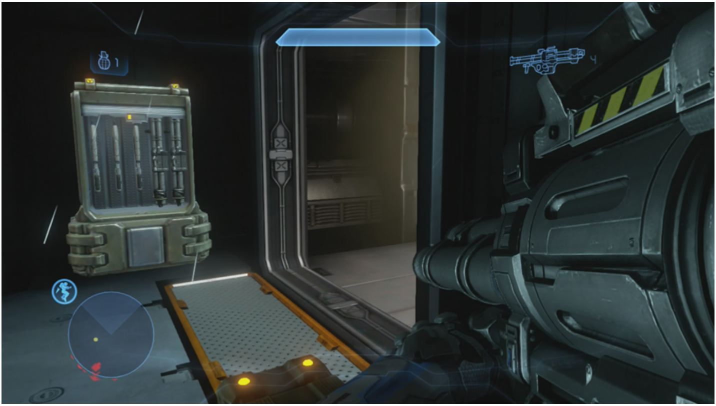
Next to the Plasma Cannon position is an ammo crate with a Rocket Launcher lying next to it. The launcher can be very useful in the next few minutes, and better yet there's plenty of spare ammo for it in the hangar iteself. Another alternative is to pick up an Incineration Cannon from a fallen Knight Commander. There aren't as many shots available to it compared to the Rocket Launcher, but you can't deny how powerful each shot is, particularly against Hunters.

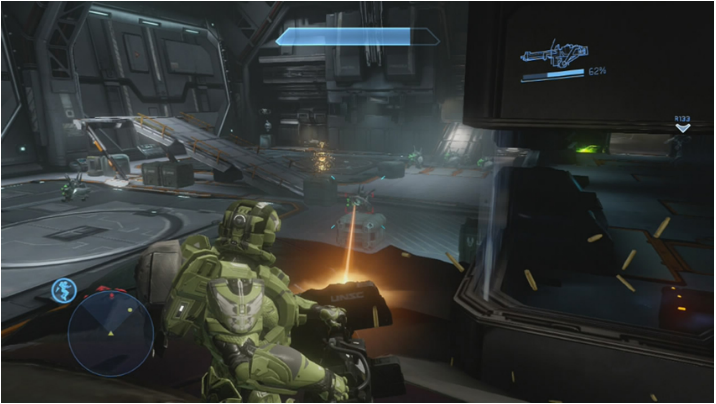


[14] The hangar is occupied by a number of Grunts, Jackals, and Promethean Knights. As you cut down these enemies, they will be marked on your HUD. This is it; you're on the home stretch now.

Objective Six: Kill All Remaining Covenant

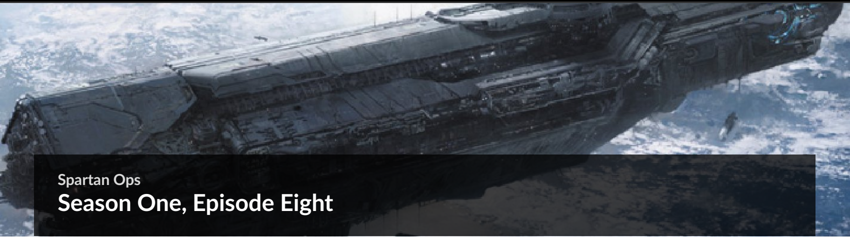

2
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
2
M41 SSR




62%
R133
UNSC

[15] [16] The bay is far from secure, despite Spartan Miller's early celebration. From a pair of large elevators comes the real bad news: five Hunters and a squad of Grunts. Watchers also join in the fun, deploying beam cannons near the sealed hangar doors if they are given the chance. Note that there is a rack of Rocket Launchers inside one of the control rooms on the upper-level catwalk [17]. If you can reach that, the Hunters can be defeated with relative ease. Just make sure you don't get so caught up in taking them down that you ignore the other enemies in the room; they're still threats!

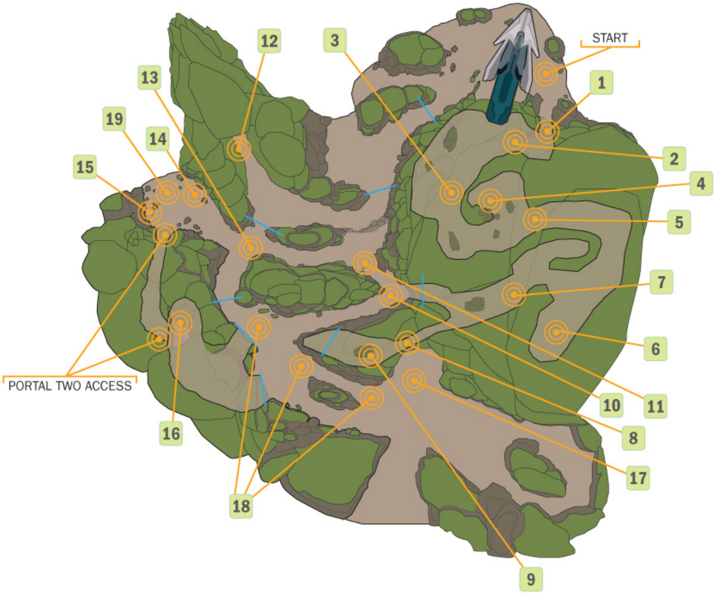
Survive this final gauntlet, and the *Infinity* (at least your corner of it) is completely secured and Episode Seven draws to a close.



Spartan Ops

Season One, Episode Eight

Chapter One: Unfinished Business


12
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START
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13
19
14
15
2
4
5
7
6
PORTAL TWO ACCESS
16
10
11
8
17
18
9

Before Fireteam Crimson was so rudely interrupted by the boarding and subsequent threatened nuclear annihilation of the USNC *Infinity* , they were deployed to the Apex mountain facility to seal off a portal network. The Covenant were cut down in great numbers during the previous engagement, but they have returned in force. It is now Fireteam Crimson's job to finish what was started. One difference: The last time you were at Apex, you fought downhill. This time, you're going up the mountain.

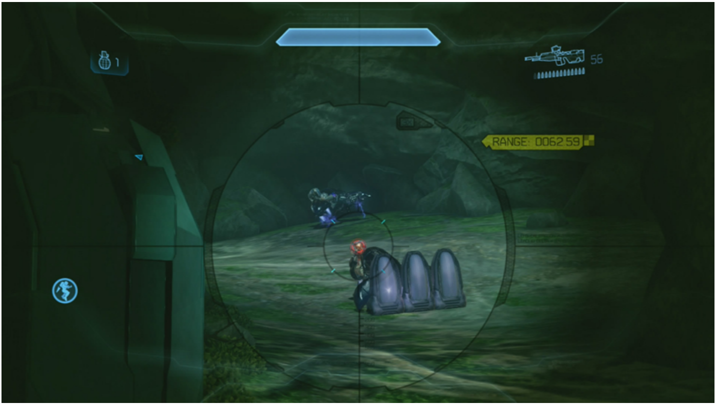
As Spartan Miller says: Spartans don't leave unfinished business. Fireteam Crimson is to cut their way through the cave network at the center of Apex while seeking out any portals being used by the Covenant. After sweeping through Apex and eliminating the hostile presence, Fireteam Lancer is scheduled to begin round-the-clock surveillance of Apex to prevent recurring Covenant footholds.

Map Location: Apex

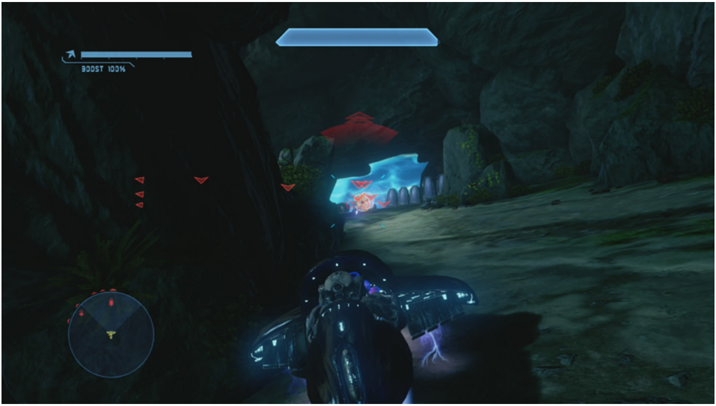
You'll have to get used to not having convenient supplies of UNSC ammunition located all over the place like you did for the last four missions. The extensive enemy presence means that weapons like the Covenant Carbine could be considered solid primary weapons. There are weapon caches scattered all over Apex, which means you can stay equipped with solid backup weapons like Plasma Pistols or Needlers throughout the mission.

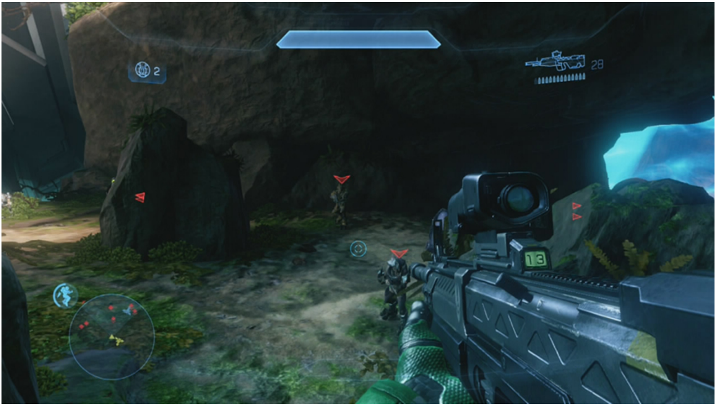
Objectives One, Two, and Three: Retake Apex, Overload Barricade, Shut Down First Portal

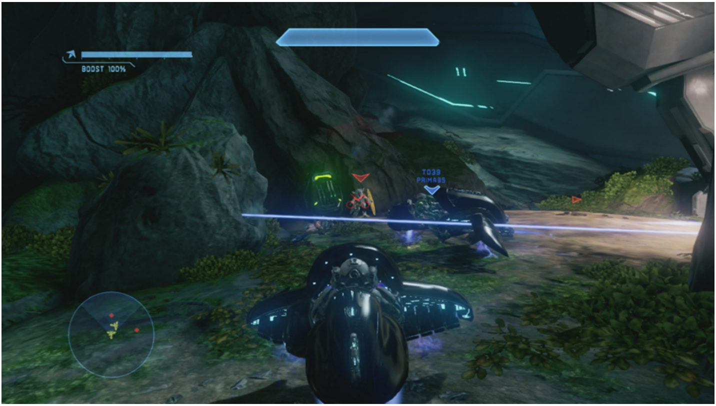
2
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A77B3E8190
56
14


1
56
RANGE: 0062.59

[1] You're deployed at a clearing on the opposite side of the structure you first saw during your previous fight at Apex, facing into one of the numerous entrances to the central cave networks of the mountain. As you enter the caves, you immediately make contact with Covenant. Watch out for Plasma Cannon fire from inside the larger portion of the cave [2]. Meanwhile, Ghosts hold a position farther into this area [3]. It is possible to take these vehicles for yourself, which can make the next section a bit easier if you're a shrewd driver.

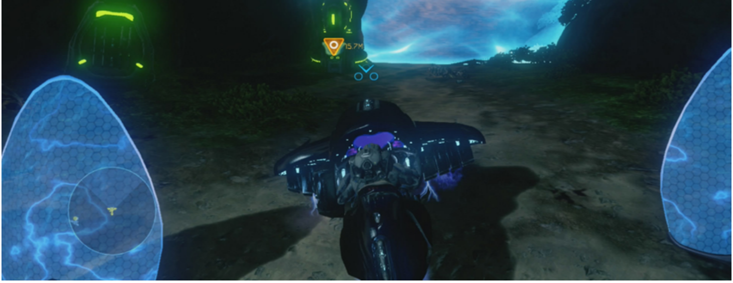




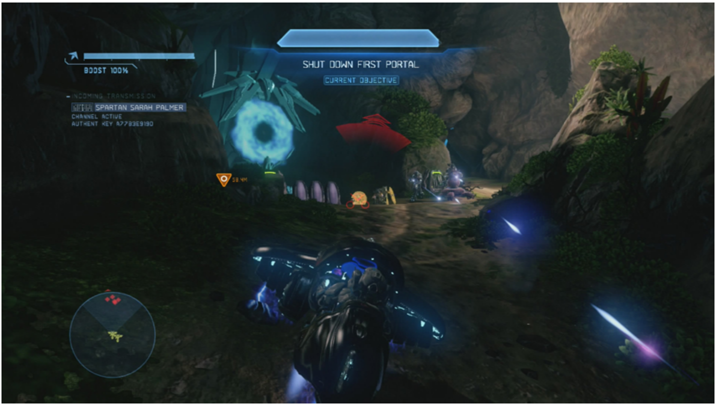

BOOST 100%
T039
PRIMABS

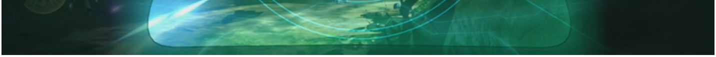
[4] Go up the hill that the Ghosts protected and round the corner to engage the last of the Covenant inside this part of the caves. Stragglers are marked on your HUD for easy hunting, but this firefight can be surprisingly tricky with the presence of Jackal Snipers and their Beam Rifles. Don't get blindsided!

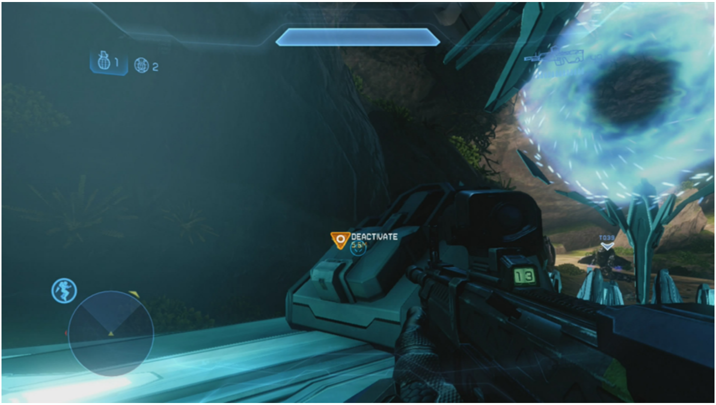
BOOST 100%
OVERLOAD BARRICADE
CURRENT OBJECTIVE



[5] After you kill off the camp full of Covenant, a control panel regulating the nearby energy shield is marked on your HUD. Using that panel will take down the shields and grant you access to the rest of Apex. Don't stand too close to the shield, as the overload blast can injure or kill you!

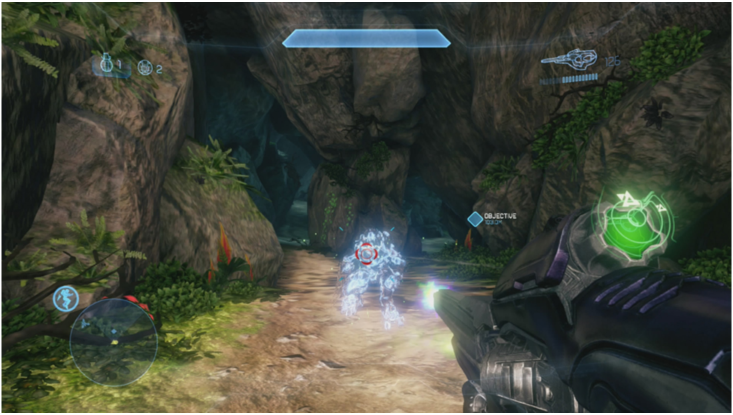

BOOST 100%
SHUT DOWN FIRST PORTAL
CURRENT OBJECTIVE
INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
38.4M




DEACTIVATE
13

[6] Follow the path beyond the shield to reach the first portal and its guards. Watch out for the Shade gunner that is covering your route as you advance. Clear the area of hostiles, then deactivate the portal.

Objective Four: Shut Down Second Portal

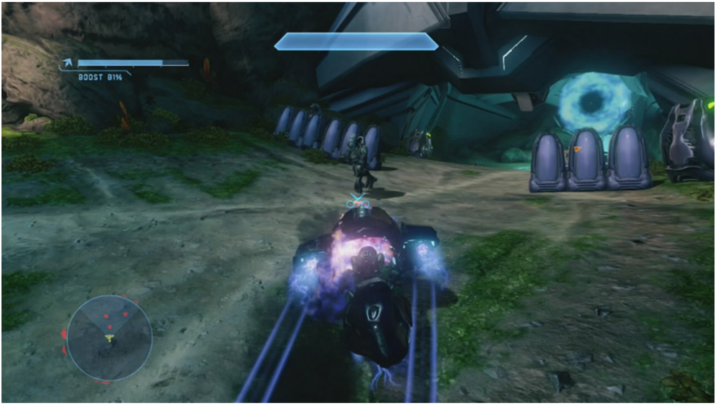

OBJECTIVE
126

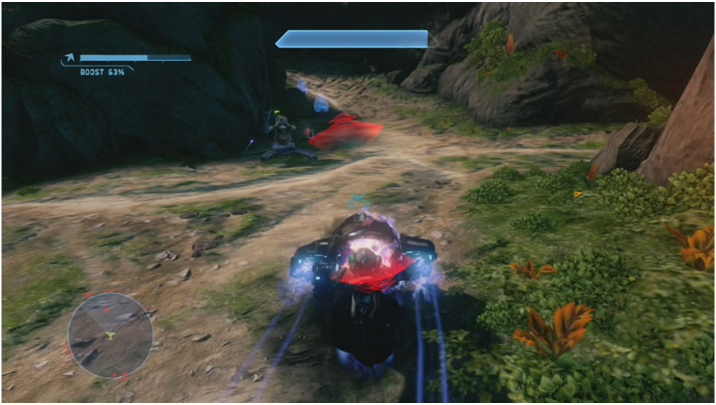
[7] When rounding the corner from the first portal, watch out for this cloaked Zealot that advances down the cave. Beyond the Zealot is a Beam Rifle-equipped Jackal Sniper [8] who can and will pick you off if you rush through the cave recklessly.

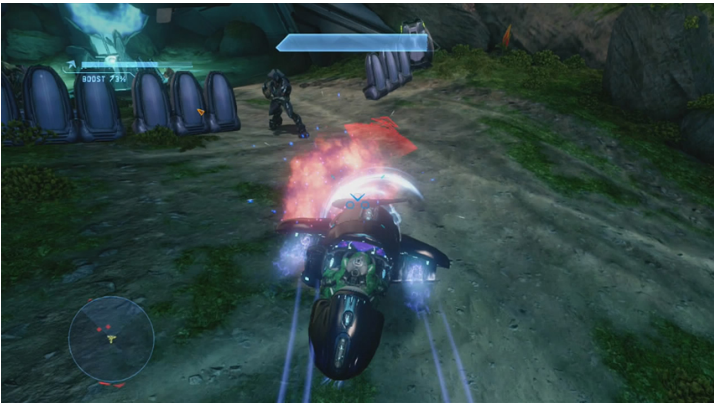
2
93%
DEACTIVATE
252.7M
R133

1
2
126
DEACTIVATE
233.5M

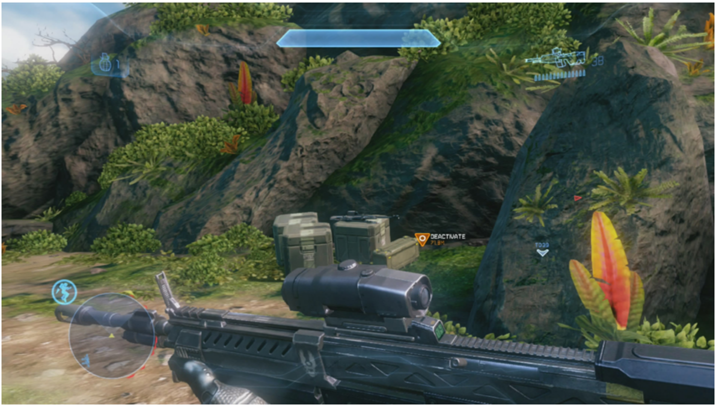
If you follow the path beyond the Jackal Sniper's post, you'll come across a weapon cache with Beam Rifles [9] near a ledge overlooking a portion of the route you're expected to travel [10]. You can use these to cut down a number of hostiles from this position, including the Ghosts patrolling the path below. However you engage the enemy here, once you have inflicted enough casualties, a Drop Pod full of reinforcements deploys to assist the stragglers [11].





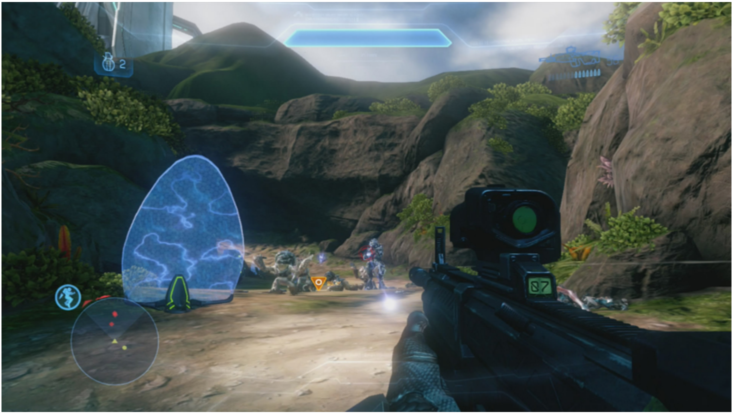


[12] Portal two is inside a small structure farther up the mountain from the Drop Pod deployment. It's far from an easy jog to reach it. The enemy stands guard close to the portal itself, and also occupies an intersection of paths, including hazards like a Shade Turret [13]. A slick Ghost driver can make use of the space around portal two to run down some of the Elites defending it. Once you clear the zone, move in and deactivate the second portal.

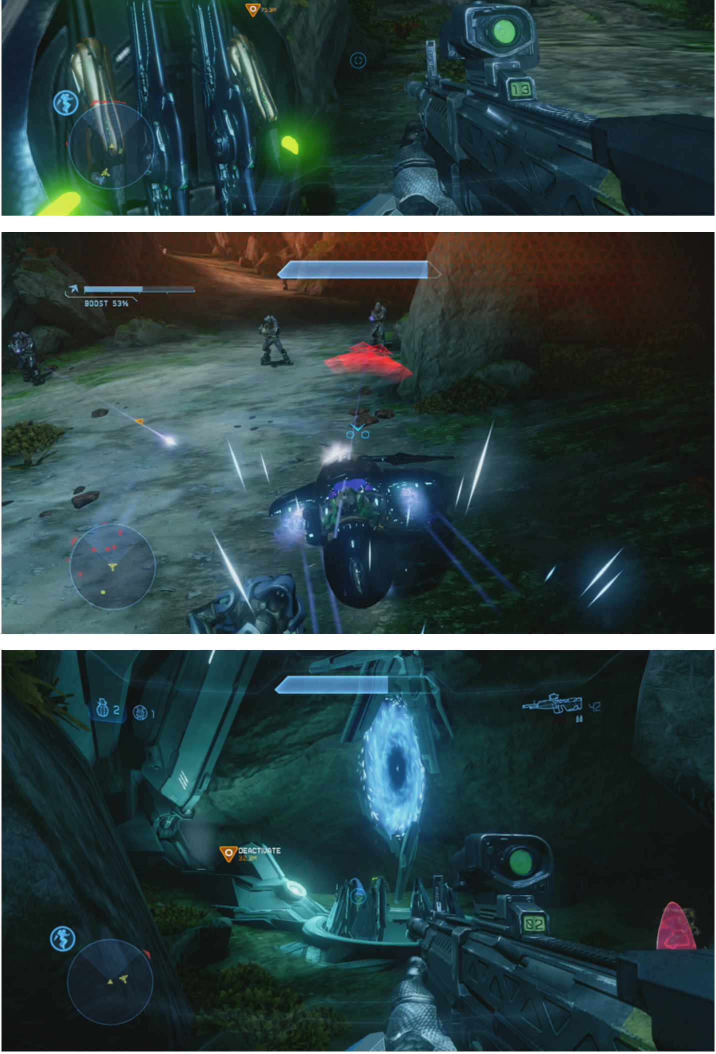

1
38
DEACTIVATE

[14] [15] There is a UNSC weapon cache with a Sniper Rifle at a clearing next to the second portal. You can also find some Ghosts to pilot near the cliff edge.

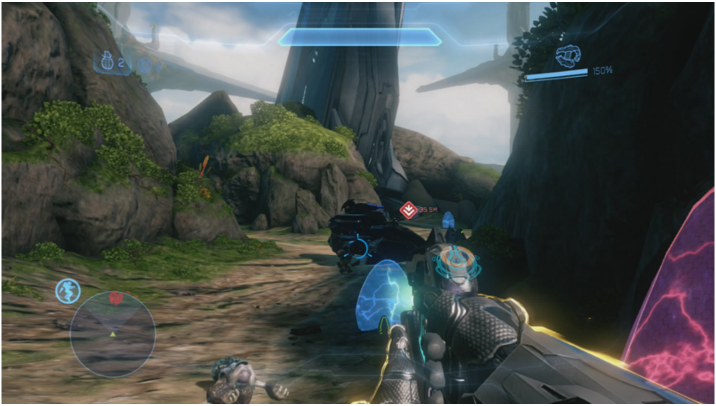
Objectives Five and Six: Shut Down Third Portal, Destroy the Wraith

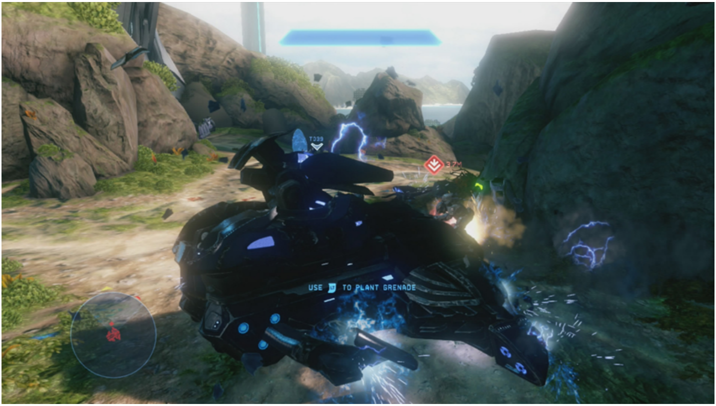


Shortly after shutting down the second portal, the third is marked on the HUD. Three Drop Pods land all over the upper elevations of Apex, with one of those deploying troops at the defensive position that once guarded access to portal two [13]. The Covenant will try to use part of the cave network to push toward the second portal in hopes of flanking you. Don't let them surprise you! Watch your motion tracker for suspicious movement and react accordingly. Other hostiles will charge down the main path.


13
BOOST 53%
2
1
42
DEACTIVATE
32.3M
02

[16] At the clearing where you can locate the Sniper Rifle and a pair of Ghosts, another cave entrance leads you back to the third portal that needs to be deactivated. This is also the location where you were initially deployed during your first assault at Apex. Expect heavy Elite presence at this cave. For those insisting on bringing a Ghost to a gunfight, the cave is wide enough that you can drive aggressively into enemies. Just hope that nobody disables you with a Plasma Pistol while you're out in the open. Take down all hostiles and shut down the portal. The Covenant no longer have easy access to Apex.




3.7M
USE TO PLANT GRENADE

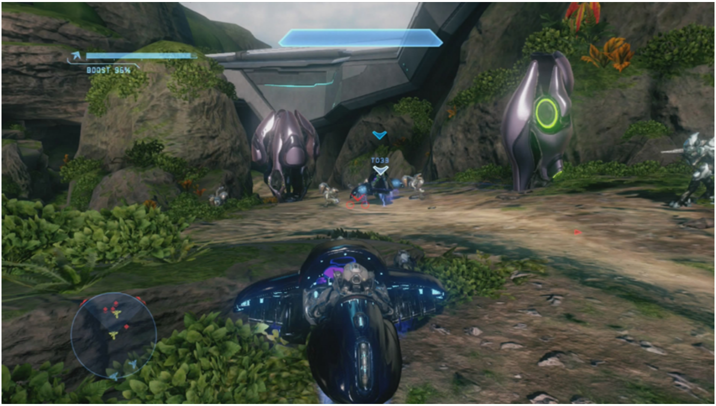
Shortly after the portal is closed, a Wraith is detected on the mountain close to Crimson's position [13], and you're ordered to take it out. In addition to the Wraith is a complement of Covenant ground forces, mostly Grunts. Destroy them all.

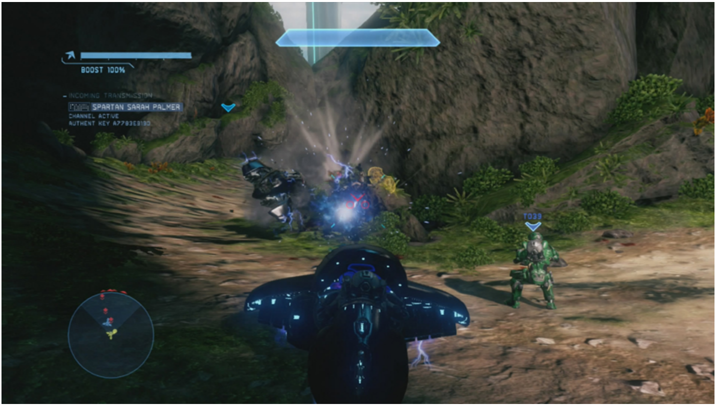
Objectives Seven, Eight, and Nine: Mark the Lancer LZ, Move to Extraction Point, Mark the LZ

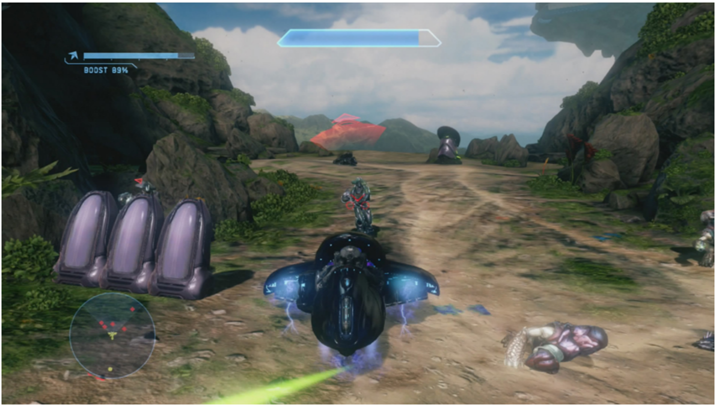
BOOST 100%
45.9M

2
2
62
ACTIVATE
11.3M
14

[17] When the Wraith is destroyed, you're ordered to mark a landing zone (LZ) for Fireteam Lancer, which is farther up the mountain from the Wraith's position. A Drop Pod deploys a small Covenant force to try to block you. Deal with them, then activate the indicated console on your HUD to call in Lancer. You're then ordered to reach an extraction point.


BOOST 96%
T039

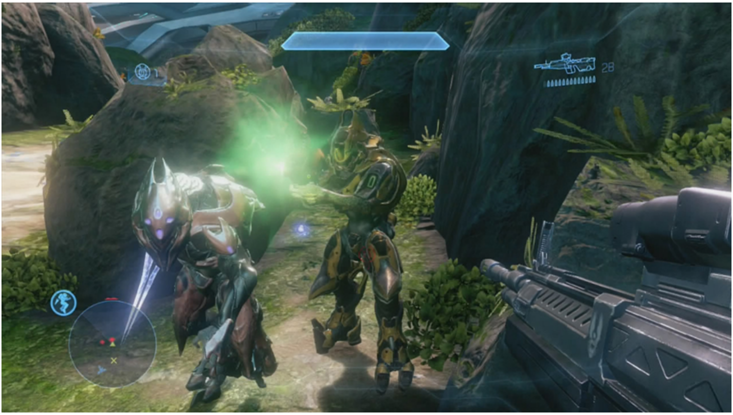

BOOST 100%
INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
AUTHENT KEY
T039



[18] With uncanny precision, the Covenant deploy troops in your path to try and stop you from reaching the extraction point. However, near the console you used to mark an LZ for Lancer you can find more parked Ghosts to use against the enemy. Fight your way carefully down the mountain to the waypoint. Regardless whether you're on foot or on a Ghost, don't round the corners of the paths recklessly unless you want to earn a surprise Concussion Rifle or Fuel Rod Cannon shot to the face.

Tip

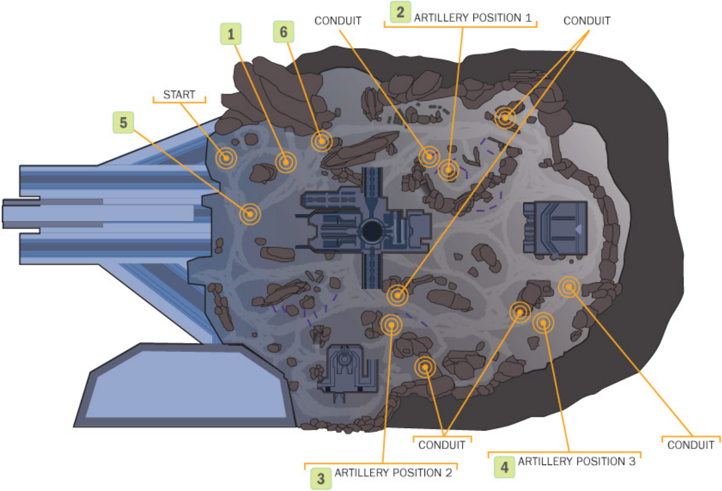
You might consider reaching the LZ by taking the caves, where the third portal was located. However, you'll still have to eliminate all hostiles before you get extracted, so it might be better simply to take the enemy on first.



[19] Reaching and clearing the extraction point of hostiles doesn't end your troubles. More Covenant are deployed near Lancer's intended LZ and they start charging down the mountain toward you. It's an group dominated by Elites, and you can expect high-ranking variants. Even the Grunts that accompany them are of high rank. Once you've taken them out, your final objective is to mark the LZ for pick up. As your ride closes in, Fireteam Majestic issues a distress call, and you are inevitably

ordered to go to their aid. No easy day for Fireteam Crimson.

Chapter Two: Majestic Rescue


CONDUIT
2 ARTILLERY POSITION 1
CONDUIT
1
6
START
5
CONDUIT
3 ARTILLERY POSITION 2
4 ARTILLERY POSITION 3
CONDUIT

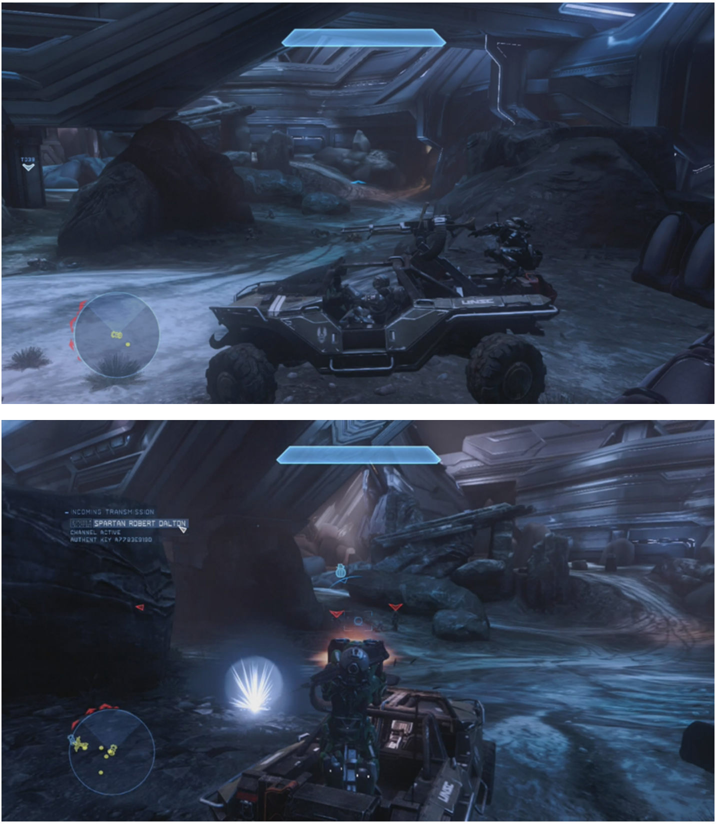
Fireteam Majestic has been getting pounded by Covenant artillery set along a ridge line at their mission location. In response, Fireteams Crimson and Kodiak have been sent to take the pressure off their fellow Spartans. However, the enemy appears to be reacting faster than usual to the UNSC reinforcements.

This is a fast-paced smash-and-run mission. The artillery must be disabled by taking out a set of energy conduits connected to each weapon, forcing an overload that will destroy them quite spectacularly. Afterward, retreat to the LZ and destroy all Covenant forces still in the area of operations.

Map Location: Cyclone

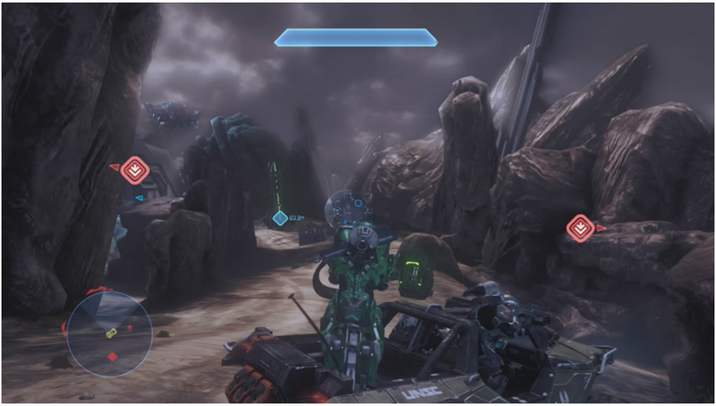
Arguably you start this mission with one of the better weapons available: Warthogs. Better yet, a team of Spartans is deployed alongside of you, and they once again prove to be crack shots on the Heavy Machine Guns mounted on the Warthogs. With careful driving, you can accomplish all of the objectives in this mission without leaving your Warthog. Try to preserve these assets for as long as possible, but if things go poorly, you can always rely on your weapons of preference and some ground pounding.

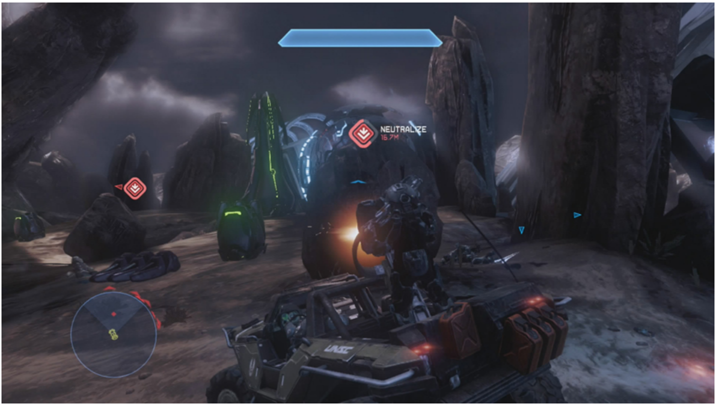
Objectives One, Two, and Three: Clear the LZ, Destroy the Artillery, Destroy the Conduits


T038
INCOMING TRANSMISSION
SPARTAN ROBERT DALTON
CHANNEL ACTIVE
AUTHENT KEY A77B3E9100
UNSC

[1] Fireteams Crimson and Kodiak are thrown right into the fire as the mission begins. The LZ is hot and being targeted by enemy troops while the Pelicans finish deploying their troops and a pair of Warthogs. Whether you are playing alone or with friends, do not let those Warthogs go to waste if you can help it!

INCOMING TRANSMISSION
SPARTAN SARAH PALMER
NEUTRALIZE
39.0M

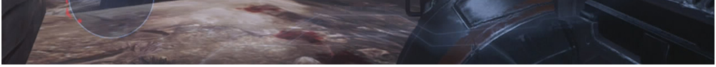



NEUTRALIZE
16.7M
UNSC

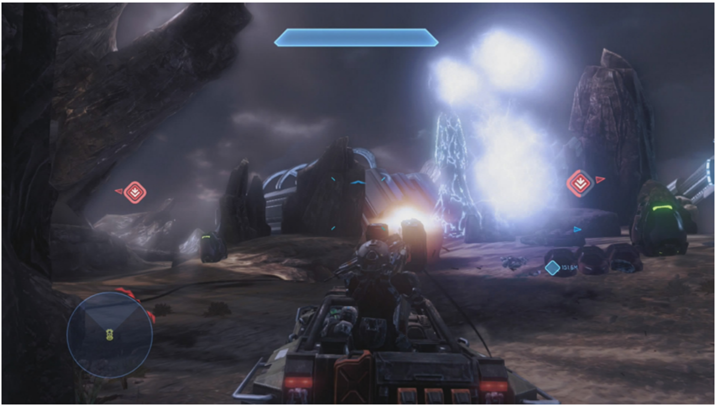
With your LZ secured, take a moment to check your motion tracker. There are three major concentrations of hostiles in the distance, and this is where the artillery pieces are located. There is no correct order to completing this objective: simply ride out toward them and, when you get close enough, the *Infinity* will mark the target for you. In relation to the LZ, there is one atop a hill almost directly forward from your starting location [2].

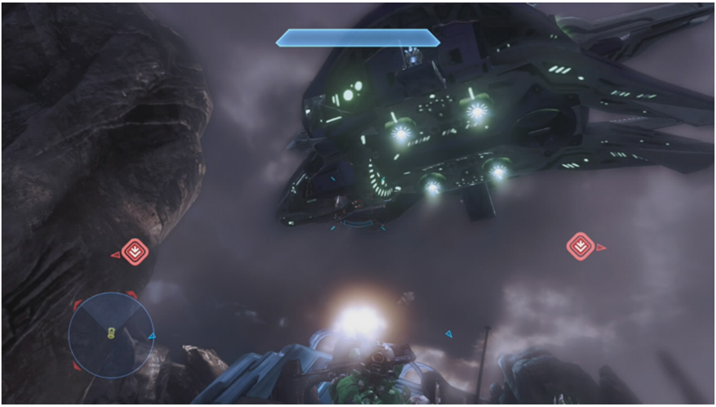
To the right of the first artillery piece, on the other side of the central structure on the map, are the two other weapons [3] [4]. While there is no correct order to handling this mission, we don't recommend taking on this pair of artillery pieces first, as the number of defenders, coupled with reinforcements and readily available artillery support from nearby positions, make them tough nuts to crack right away.

NEUTRALIZE
19.3M
28
OBJECTIVE



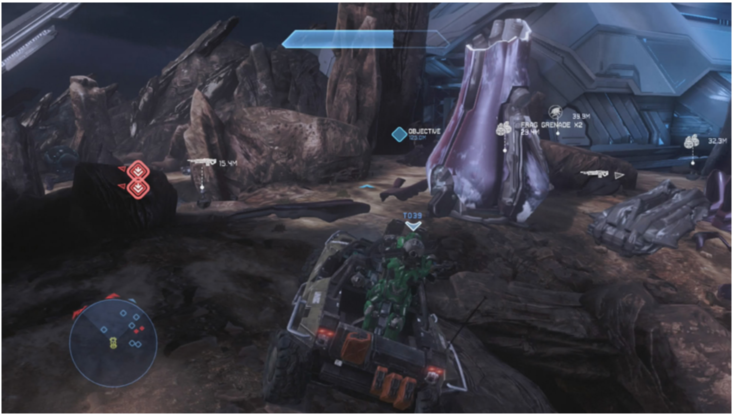
Upon attacking an artillery piece you discover a problem: The artillery is shielded and totally impervious to your firepower. However, Spartan Miller detects energy conduits near each artillery piece that can be destroyed. Doing this will cause a system overload that destroys each turret. The energy conduits look like armored spheres at first, and have to be blasted open piece by piece as they spin in place, to reveal the cores inside. As you close in on an artillery position, the conduits will be marked on your HUD.





The Covenant will not take attacks on the artillery lying down! Both weapons are guarded by Covenant infantry, with Phantoms bringing in reinforcements to defend the energy conduits. Even Ghosts will be among the help that the Covenant calls in. The artillery itself will also turn its wrath on you, firing massive globes of plasma that stick to the ground for a moment before detonating. Before detonation, the plasma globes have a tendency to displace anything not tied down, meaning your Warthog (or your body) may suddenly be bounced into the air upon contact. This loss of control can prove fatal seconds later during the big explosions that follow.

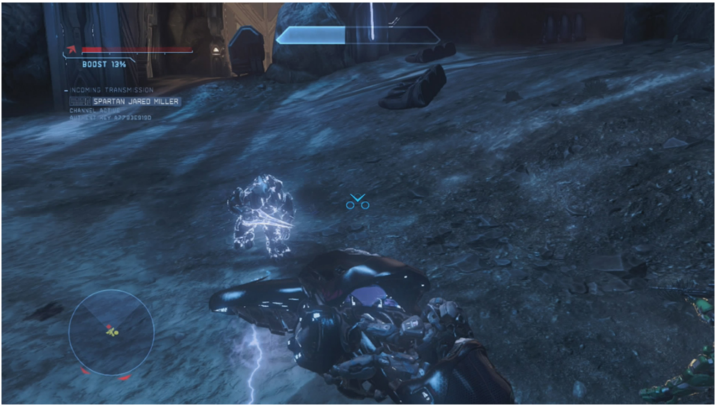
The reason we recommend tackling the lone artillery position [2] first is simple: The other locations can't support it quite as easily with long-ranged bombardment. Once the weapon is neutralized, you can use the elevated position to attack the conduits and troops at the other locations from afar.


15.4M
OBJECTIVE
125.0M
39.9M
FRAG GRENADE X2
23.4M
32.3M
T039

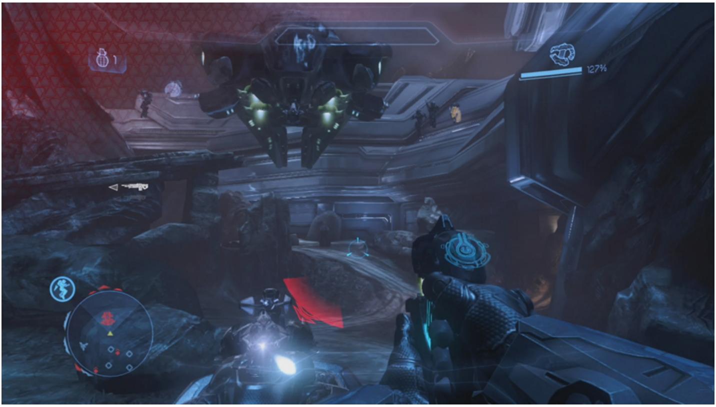
Tip

Whenever an artillery position is destroyed, the *Infinity* sends out a mass ordnance drop to that location and it can help you out if you're fighting on foot.

Objectives Three and Four: Rendezvous at the LZ, Clear the LZ


BOOST 13%
INCOMING TRANSMISSION
SPARTAN JARED MILLER

Once the artillery units are all destroyed, wipe out any stragglers before proceeding back to the LZ. As you arrive there, Ghosts have already staked a claim to the area, and Lt. Murphy calls out that Phantoms are approaching with more Covenant reinforcements. In response to this, the *Infinity* deploys more ordnance at the LZ.

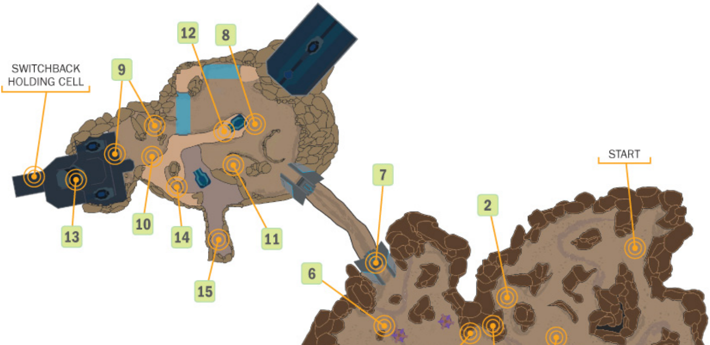


HOLD ⓧ TO PICK UP JET PACK

[5] The first wave of hostiles arrives with a set of ground troops, Ghosts, and a Wraith. Get the Wraith out of the equation as quickly as possible so that you can concentrate on bringing down the troops. In addition to this, a second Phantom deploys a pair of Hunters [6] onto the field. If you still have Warthogs at this point, they can be great assets. If not, Ghosts can help whittle away at the enemy troops. If you're on foot, work the Plasma Pistol to disable vehicles and Elite shields. Watchers also join the battle, providing additional threats from above and generally making serious nuisances of themselves.

However you manage it, once you kill off the Covenant troops from these deployments, the LZ is clear and the mission is over. However, Fireteam Lancer calls in a report from Apex, saying that they've got a situation brewing. This and the fact that the Covenant have been more than timely with their responses to the Spartans' two missions in a row should be cause for some concern.

Chapter Three: Lancer


12
8
SWITCHBACK HOLDING CELL
9
START
7
2
13
10
14
11
6
15

Fireteam Lancer has managed to discover a renewed Covenant presence at the Warrens, which prompts the swift deployment of Fireteam Crimson to assist Lancer in cleaning house in familiar territory. As is the running theme with all Fireteam Crimson assignments, this mission becomes a little more than just another search-and-destroy op.

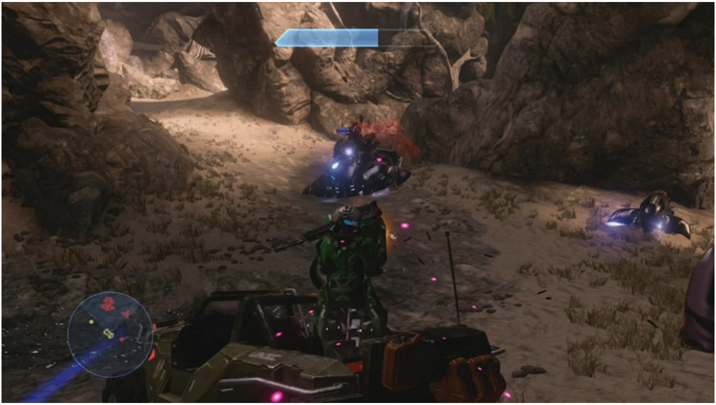
First, you must penetrate the surface defenses that deny access to the underground Warrens. You'll have to contend with a series of Covenant reinforcement waves while you try to secure the cave. Spartan Miller has been working on that mysterious rogue signal that was discovered during the return to Apex, and its source appears to be within the Warrens. Use whatever means necessary to find this signal source, while destroying all Covenant in your path!

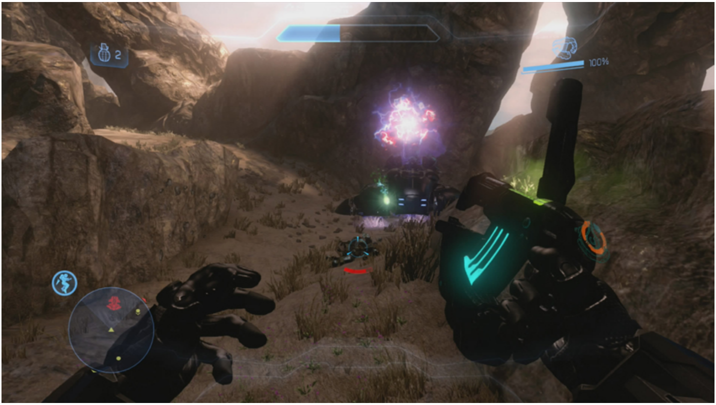
Map Location: Warrens

As with the previous operation, you're assigned Warthogs to make the assault easier. You'll have to be a much better driver (or gunner) if you intend to see this battle through in one of these vehicles. If you're on foot, you might find that UNSC weapons don't have many places to resupply throughout this mission. Starting with and keeping a Covenant Carbine throughout the whole mission is not a bad idea.

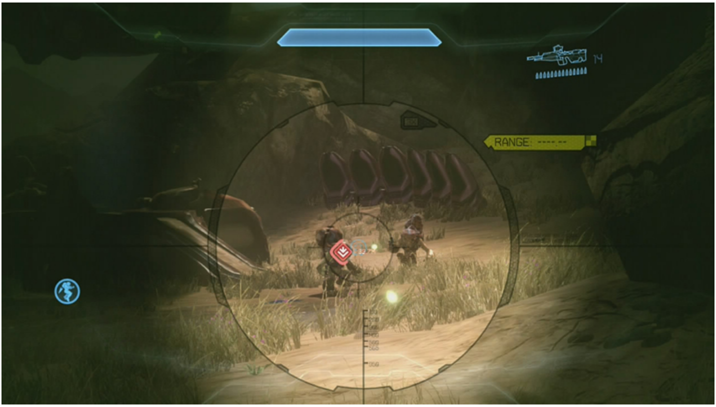
Objectives One, Two, and Three: Secure the Area, Eliminate Target, Destroy Shield Generators

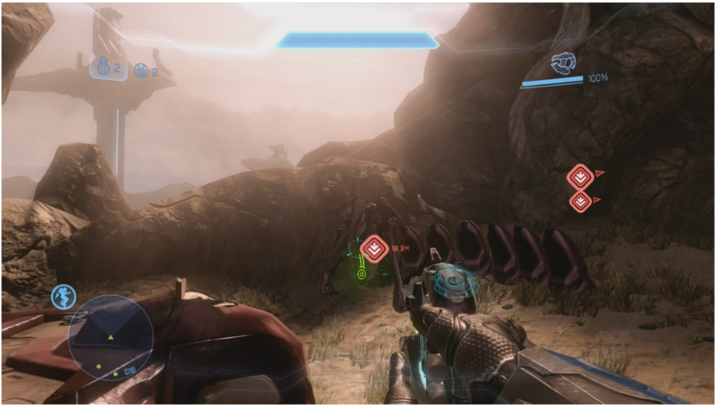
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY





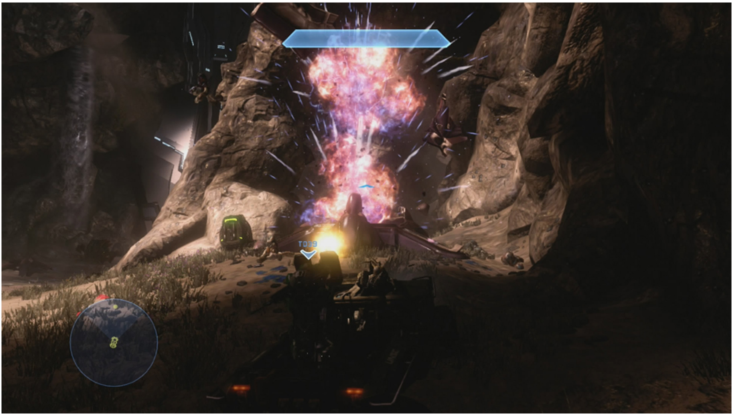
You begin deployed next to a pair of Warthogs, alongside a full complement of Spartans. Climb into the driver's seat, and let an AI Spartan take up the gun (or let another player climb aboard to do so) and drive toward the enemy at the edge of your motion detector's range [1]. The garrison that once protected the entrance to the underground Warrens has been replaced by a larger Covenant force that is wide awake and even has Ghosts on patrol throughout the area. Work on taking down the infantry, as well as any guard platforms if possible.





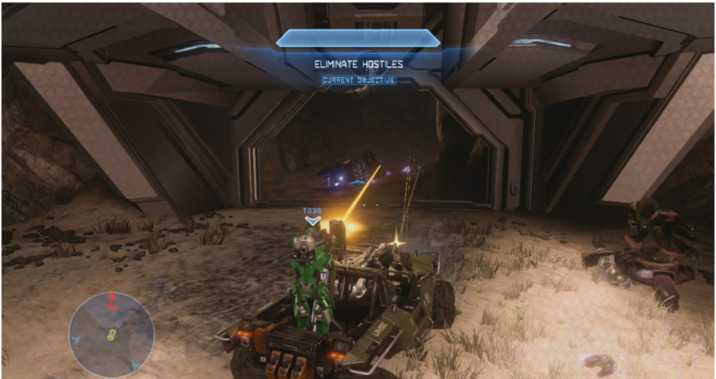
[2] Phantoms begin to deploy Wraiths in the area, which will need to be dealt with as quickly as possible.

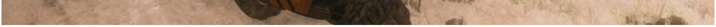
Spartan Miller tries to call out that he's hearing a transmission similar to the one discovered during the first mission of this episode, but is ordered to stay on task. For the moment that involves finding the Covenant responsible for maintaining the Active Camouflage on shield generators in the area. The target will be marked on the HUD for execution [3].

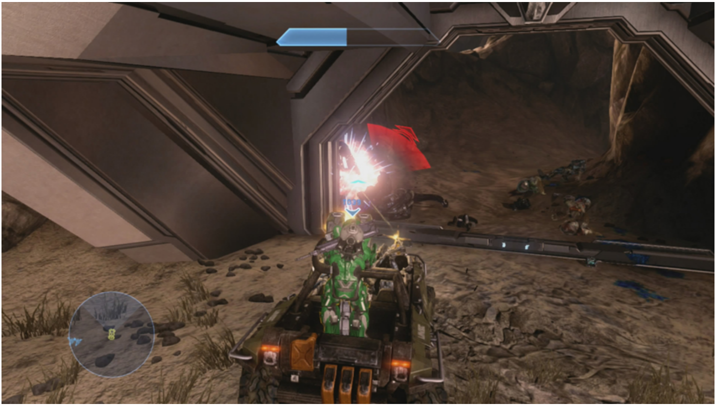


[3] [4] [5] With the target assassinated, the camouflage around the three shield generators is deactivated, and the targets are marked on your HUD for demolition. Destroy them to gain access to the next area.

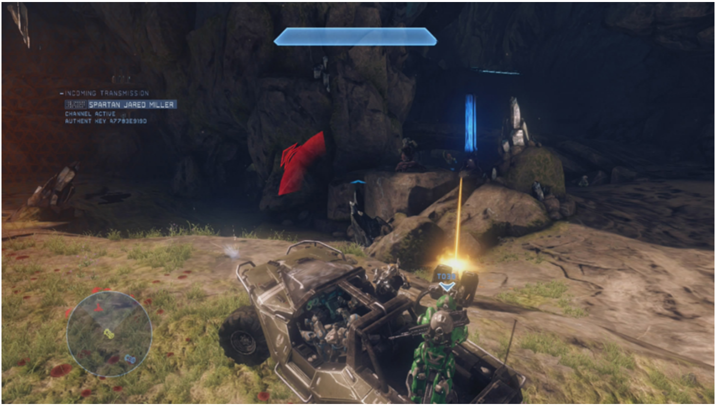
Objective Four: Eliminate Enemy Forces

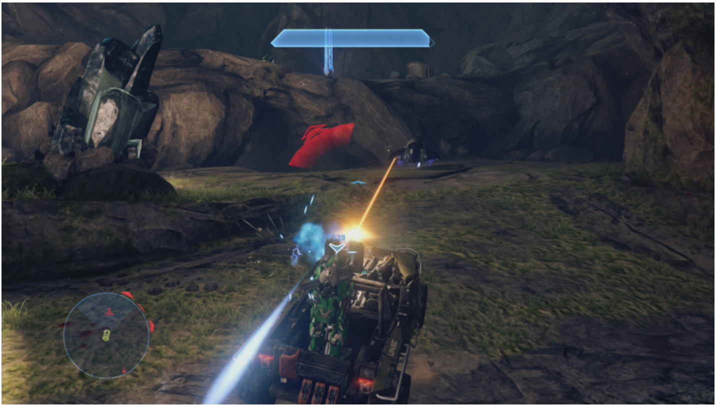

ELIMINATE HOSTILES
CURRENT OBJECTIVE
T039



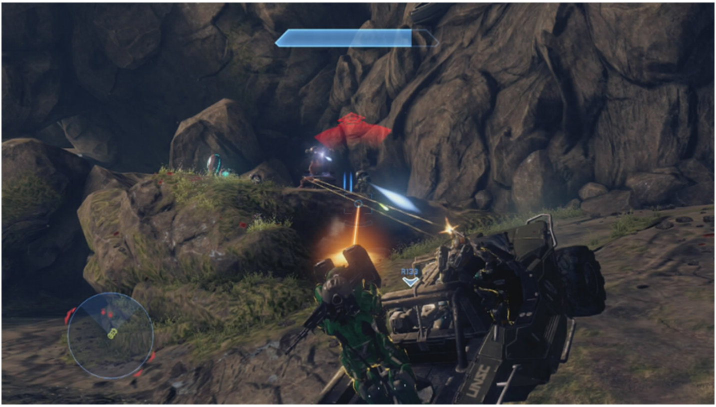


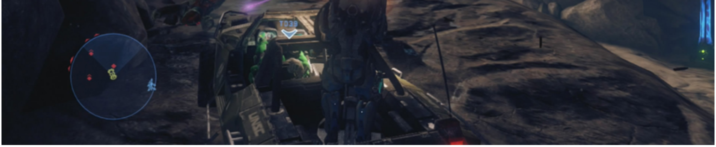
[6] The shields go down swiftly, giving you access to the clearing in front of the primary Warrens entrance. Multiple guard platforms have been placed throughout the area, but the guns on a Warthog can easily take them down. As you tear through the enemy, it's revealed that the main entrance is locked down tight. If you eliminate all hostiles on your side of the door, the Covenant on the inside will open it up to mount a counterattack.


INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E919D
T038

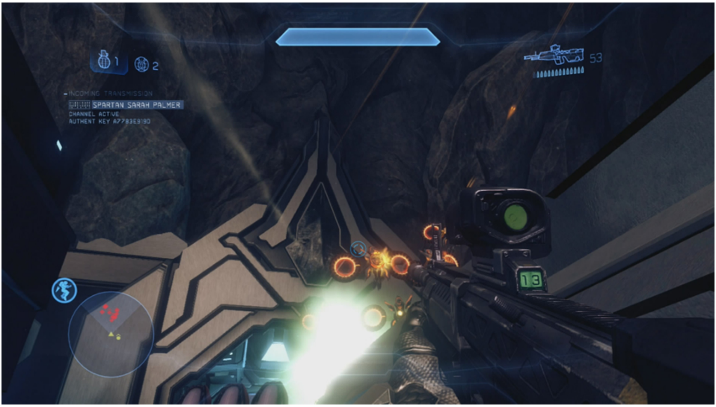


[7] Two Ghosts and a small number of Covenant infantry open the door and attempt a counterattack. If you've been playing well, you probably still have a Warthog and can cut their dreams of vengeance drastically short. Proceed into the caves once the enemy is beaten.

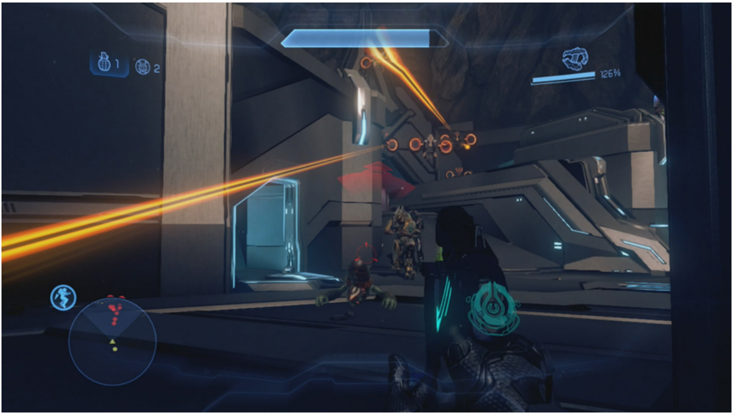




[8] The first section of the Warrens contains a small forward outpost with a Shade Turret. Ghosts also charge in from the back of the caves.


1
2
53
INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
AUTHENT KEY A7783E819D
13

Heavier resistance can be found the closer you get to the Forerunner structure in the back of the caves. Another Shade Turret position is manned by a squad of Grunts [9], with more of them and Elites guarding the ramps. The situation gets a little more desperate when Phantoms deploy more reinforcements into the Cavern, including a pair of Wraiths [10] [11]. Scour the cavern clean of hostiles!



Tip

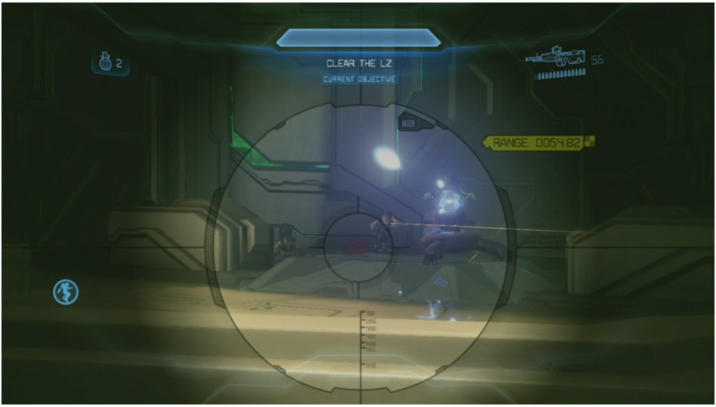
If you're stuck without a vehicle, you can retrieve a Fuel Rod Cannon and a full load of ammunition for it from a weapon cache hidden atop a platform on the upper levels of the cavern [12].

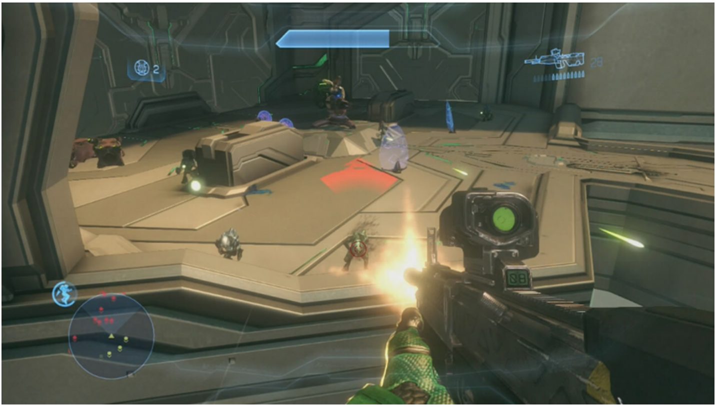
Objectives Five, Six, and Seven: Investigate Signal, Free Switchback, Move to the Evac Zone

1
2
8
- INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
T039
PRIMAB5
14

1
2
1
- INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
T039
14

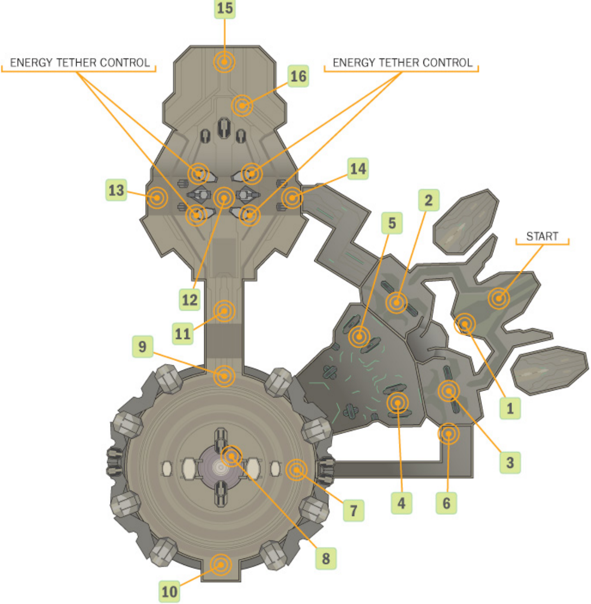
The Warrens are clear for the moment, and you get word from Spartan Miller that the Marines of Poker Squad have a lead on a Covenant listening post, which might explain how the enemy has been able to react so quickly to your recent moves. Meanwhile, the signal you've been tracking is coming from behind a massive sealed door [13], and a switch to open it is conveniently marked for you. Opening this door unleashes a horde of Covenant and Promethean Watchers. Put them down to proceed into the unlocked room, where you make a surprising discovery: The signal source is the survivors of Fireteam Switchback! Free them from their cell, and prepare to fight your way to freedom.


2
CLEAR THE LZ
CURRENT OBJECTIVE
56
RANGE: 0054.82



The Covenant have deployed more troops to try to stop your rescue attempt [14]. Now is not the time to get sloppy! This last set of Covenant are what stands between you and the extraction point [15]. As soon as the way to the LZ is clear, make a run for the Pelican before the Covenant try their luck any further. With Switchback recovered, the mission is complete.

Chapter Four: Crystal Ball


15
ENERGY TETHER CONTROL
16
ENERGY TETHER CONTROL
14
13
2
5
START
12
11
9
1
3
7
4
6
8
10

With the information recovered by Poker Squad, the UNSC forces now have knowledge of a Covenant listening post responsible for the swift and precise counterattacks that have been dogging Fireteam Crimson over the last few operations. It's only right that they are sent in to deal with it.

Breaking back into Lockup will be no simple task. The Covenant will know you're coming and will be able to respond quickly to any assault and prepare a tough defense. A jamming signal has been detected emanating from the facility, which will need to be dealt with before you can proceed with your primary objective: discovering how the Covenant have been able to monitor UNSC movements with such accuracy, and then eliminating that capability.

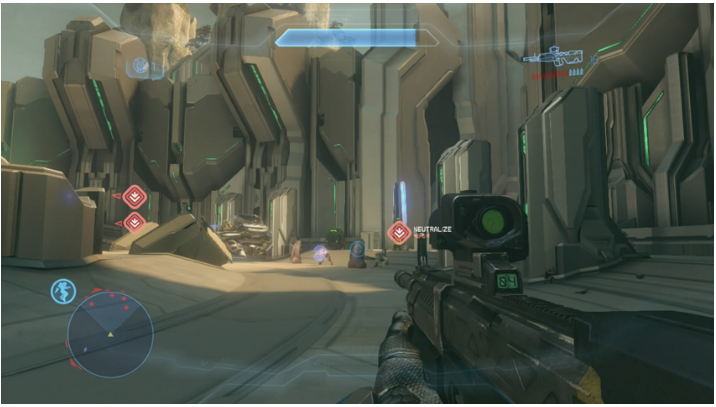
Map Location: Lockup

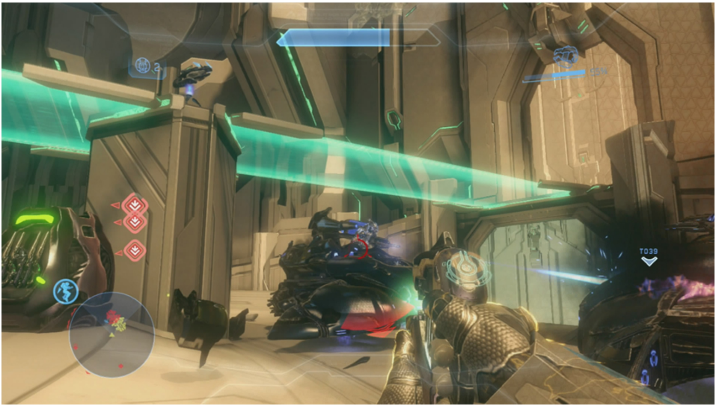
Being so deep in enemy territory means that Covenant weapons will be commonly available. You'll want to have a Plasma Pistol handy as often as possible, for once you enter the main facility, you will encounter many Ghosts and multiple Wraith tanks that will need your attention.

Objective One: Clear the LZ

[1] After the Pelican deploys Crimson and a small squad of Marines, the fight is on. You begin on the landing pad of Lockup, returning to the very location you once fought though waves of enemies to make an escape. The pad itself has some form of cover, which you'll need because there are two major Covenant strong points [2] [3], consisting of troops and Shade Turrets, with clean firing angles onto your LZ. As you cut down these first hostiles, the two massive doors behind the strong points open up, revealing more Covenant and more weapon emplacements [4] [5]. Don't rush in blindly. Let the brave exit the structure, eliminate them, and then pursue the stragglers that remain inside.

Objectives Two and Three: Use the Forerunner Door, Investigate Structure

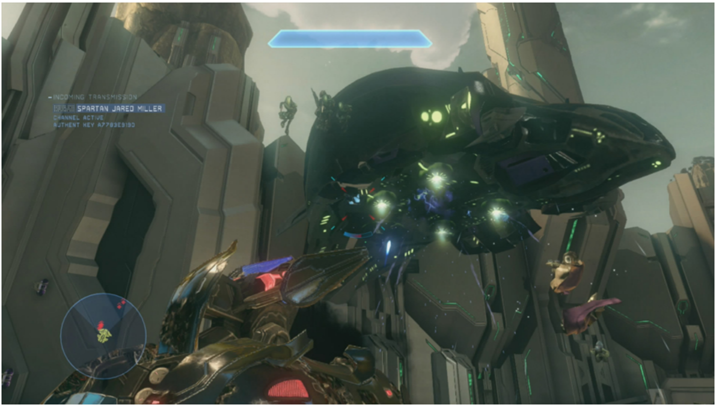

NEUTRALIZE
84



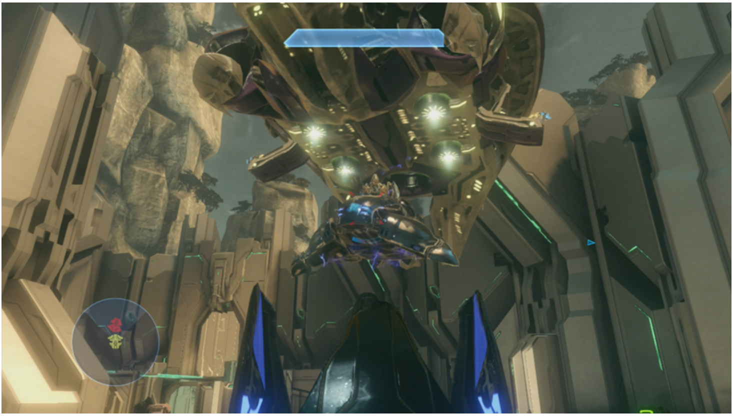
[6] Now that the landing pad is cleared, open the indicated door to reveal a ramp corridor protected by a squad of Grunts, with

two mounted Plasma Cannons on the corridor's right side covering the entrance. Be careful as you push your way up the ramp because an Active Camo-wearing Elite will charge down from the locked door at the end of the ramp. With the corridor cleared, open the locked door.

Objective Four: Disable Signal Jammers

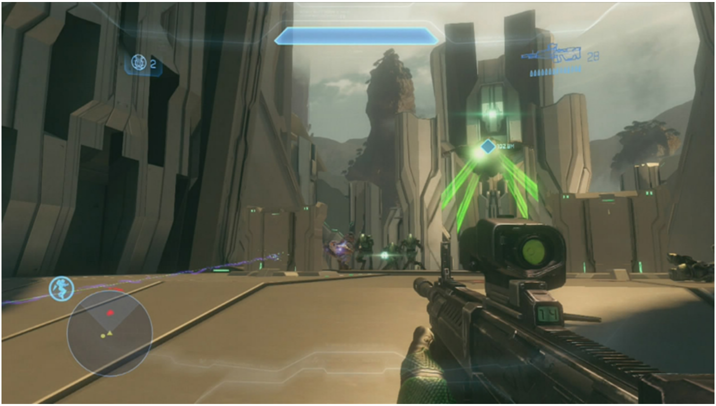

INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E919D

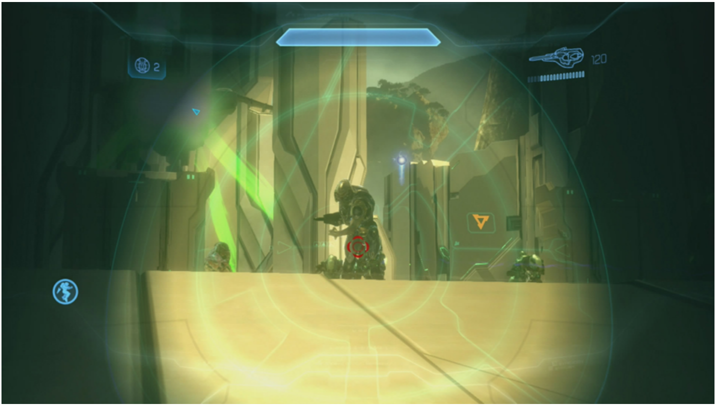
[7] This portion of Lockup should be familiar: Fireteam Crimson was recently incarcerated here! There are three signal jammers in this circular room that must be destroyed [8] [9] [10]. This is the cause of some interference *Infinity* has been dealing with during this mission. As you might expect, the Covenant are willing to put up a fanatical defense of this area, using a large variety of Grunts, Elites, and Jackals, backed up by two Wraith tanks.



Tip

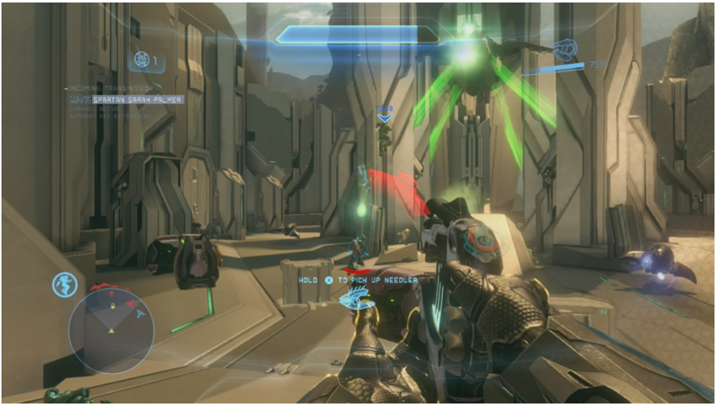
While you can't hijack a Wraith as you would a Ghost or Banshee, you can kill its crew or occasionally force them to make a hasty exit to take it for yourself. In this example, the Spartan uses a five-shot barrage from the Fuel Rod Cannon to strike the Wraith's gunner and the driver hatch just in front of the gunner turret. The Elite crew then abandons the vehicle rather than stay on until it is destroyed. If the opportunity arises during your mission, don't hesitate to take advantage!

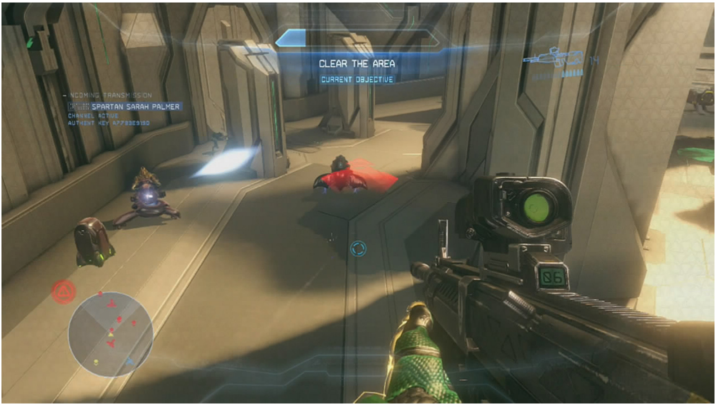




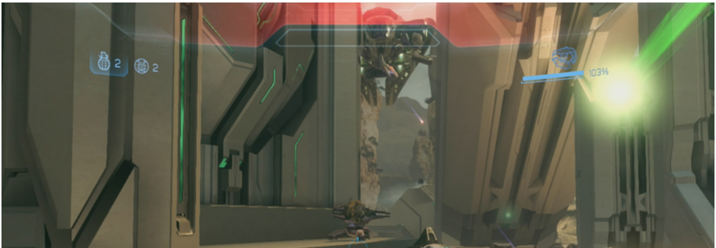
As you destroy the signal jammers, a Covenant Phantom flies in to deploy reinforcements, with another Phantom following shortly after you destroy that group, bringing another Wraith into the area.

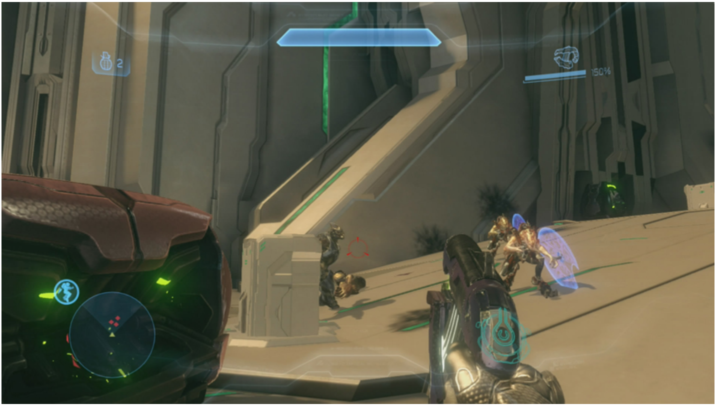
Objectives Five, Six, and Seven: Move to Transponder, Clear the Area, Sever Tethers


1
INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
75%
HOLD X TO PICK UP NEEDLER

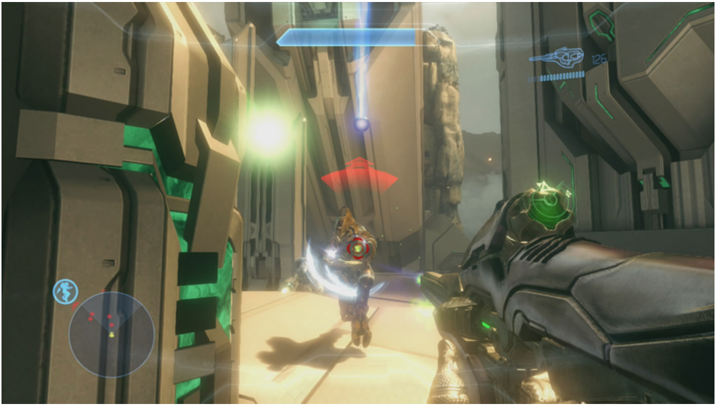

CLEAR THE AREA
CURRENT OBJECTIVE
INCOMING TRANSMISSION
SPARTAN SARAH PALMER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
14
06

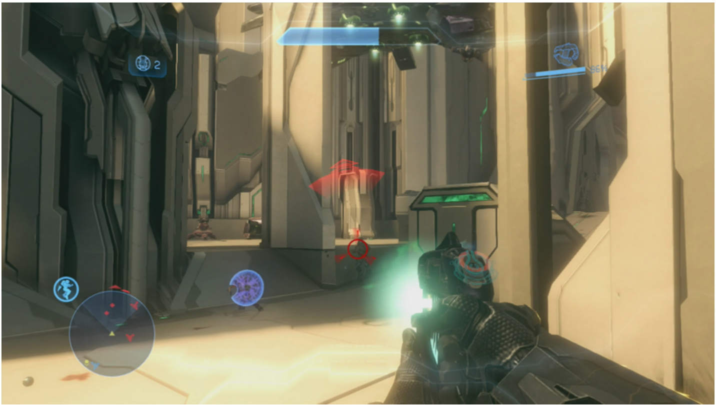
With the jammers downed and the hostile reinforcements dealt with (or in the process of being dealt with), Spartan Miller informs you that a UNSC transponder has been located near your position, and you are ordered to investigate it. Your first obstacle is the ramp connecting the jammer room and the area the transponder is in. Multiple Jackal Rangers and Elites guard the ramp, making advances quite dangerous [11].



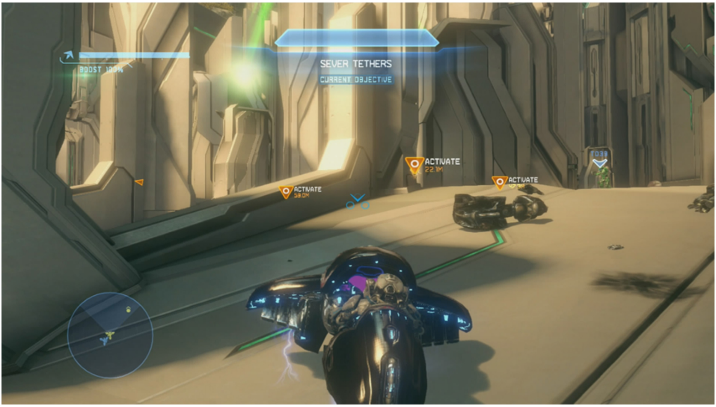


[12] Past that strong point you discover a captured UNSC Pelican suspended by a series of light beams above the center of the area. A pair of Shade Turrets flank the Pelican on both sides of the area [13] [14], while Ghosts and more Covenant troops are scattered throughout the zone. Snipe the Shade Turret gunners to take them out of the equation, then see if you can't take a Ghost for yourself, which can help with destroying all opposition in the area.

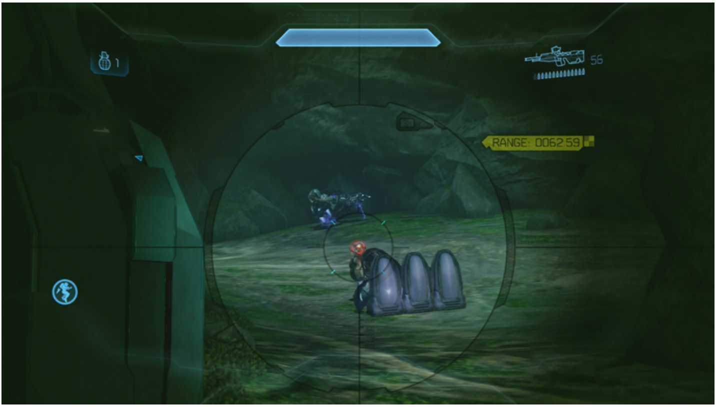




[15] More defenders hold the back half of the Pelican room, including another pair of Shade Turrets and some Plasma Cannons for the enemy to use against you. A Phantom will deploy more reinforcements in the front half of the room to try to pin you down between two sets of hostiles.


BOOST 100%
SEVER TETHERS
CURRENT OBJECTIVE
ACTIVATE
22.1M
ACTIVATE
58.0M
ACTIVATE

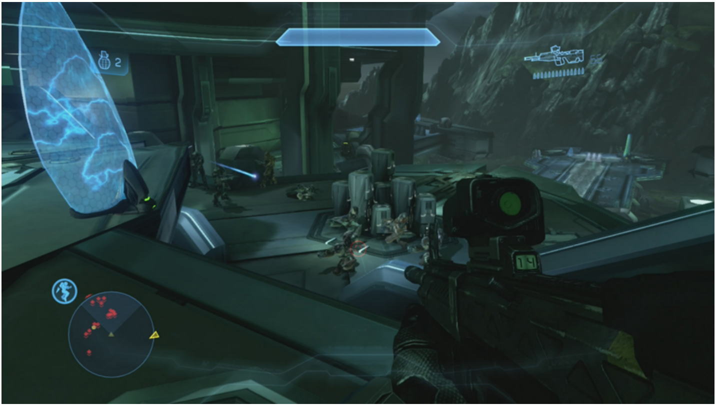
2
56
INCOMING TRANSMISSION
UNSC A.I. ROLAND
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
RANGE: 0047.44

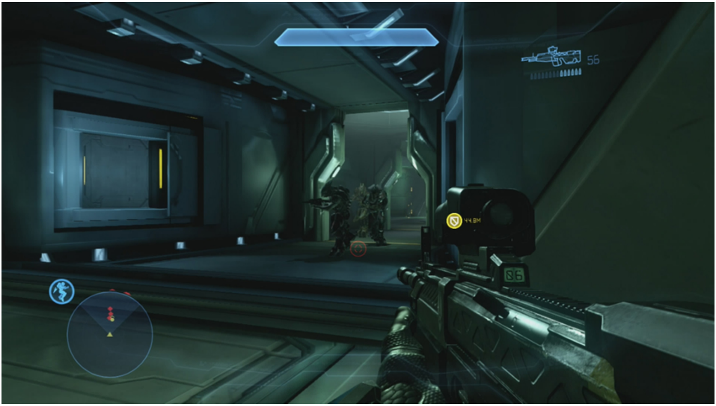

1
56
RANGE: 0062.59

[16] A Drop Pod makes a deployment close to one of the Shade Turrets in the back half of the area shortly after the Phantom's troops are eliminated. Another Phantom deploys troops in the same location where the previous dropship deployed.

Tip

Be careful about vacant Ghosts lying around! Elites and Grunts like to hop onto these machines to try to surprise you!

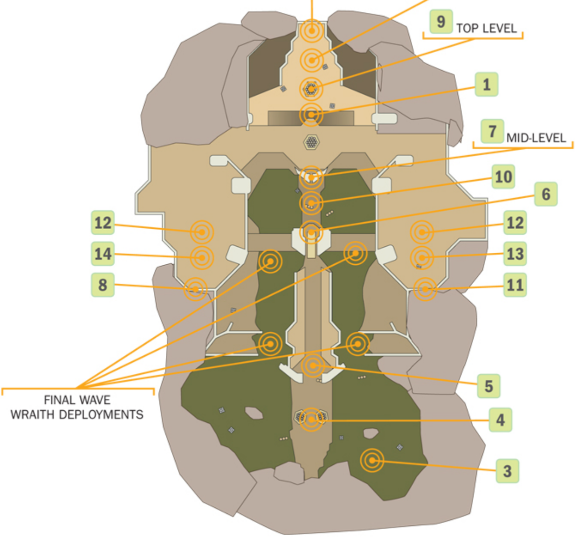




Once you managed to buy yourself a short respite, you're ordered to shut down the energy tethers holding down the Pelican dropship. The tether controls are marked clearly on pillars generating the tether beams. Once you start shutting them down another Phantom is called in. Work quickly, as this Phantom is carrying Hunters among its cargo of Covenant infantry. This is the home stretch! Shut down the tethers and eliminate all remaining hostiles, and the mission is a wrap. Retreat to the LZ for pick up, while the *Infinity* delivers a high-speed explosive package to the captured Pelican, hopefully restoring an element of surprise to future UNSC raids.

Chapter Five: Glassman

START
2
GROUND LEVEL


9 TOP LEVEL
1
7 MID-LEVEL
10
6
12
14
8
12
13
11
5
4
3
FINAL WAVE
WRAITH DEPLOYMENTS

Dr. Glassman has been trying to decode a map stolen from the Covenant by Spartan Thorne, but is finding it difficult to do by himself. He suggests that he needs the help of Fireteam Crimson. The Spartans are to invade a Covenant-occupied facility and make use of its resources to help make sense of the map.

You'll be directed across the whole facility pursuing the map coordinates indicated by Dr. Glassman and Spartan Thorne, and the Covenant will be trying to stop you every step of the way. Your mission here is quite simple. Get to the coordinates, allow your armor's remote connection to the *Infinity* to analyze the location and activate any systems that might be useful, and eliminate the enemy presence in the area.

Map Location: Control

Interestingly, as you activate systems across the facility, you gain access to Promethean weapon racks. This means you can bring power weapons like the Binary Rifle and the Incineration Cannon to bear against infantry and armor alike. Don't count on these weapons to bail you out of every situation, though. Once again, the Jet Pack cannot be recommended enough. The multiple levels of the facility can be easily traversed with a Jet Pack, cutting down your travel time between objectives.

Objective One: Investigate First Map Location

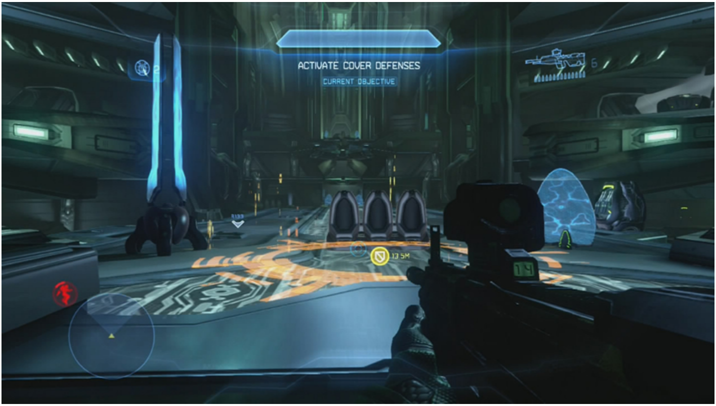
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E8190
T039
PRIMA85
14.5M
42
13

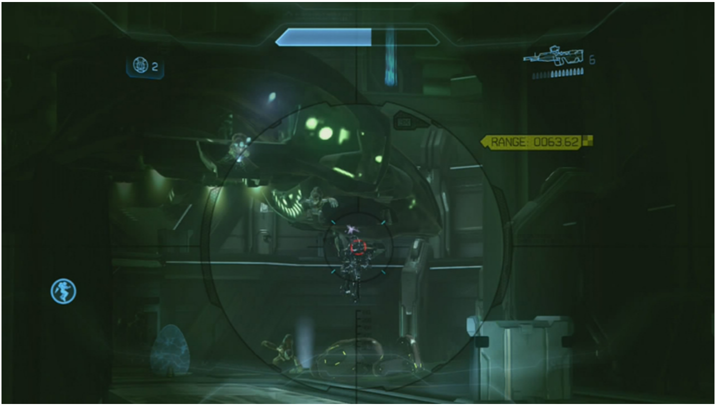
56
DEFEND
25.5M

2
56
RANGE: ----.--
81.5M

Beginning at the top level of the Forerunner facility, your first objective is to reach a device located on the ground level almost directly below your starting position. To reach it you'll have to fight your way past a number of Covenant who begin near your starting location [1]. With them out of the way, you can leap (ideally assisted by a Jet Pack) down to the ground level and take on the Elites protecting the first map location [2]. After allowing your suit sensors to record the data from the marked locations, you're given new coordinates to investigate.

Objective Two: Investigate Second Map Location

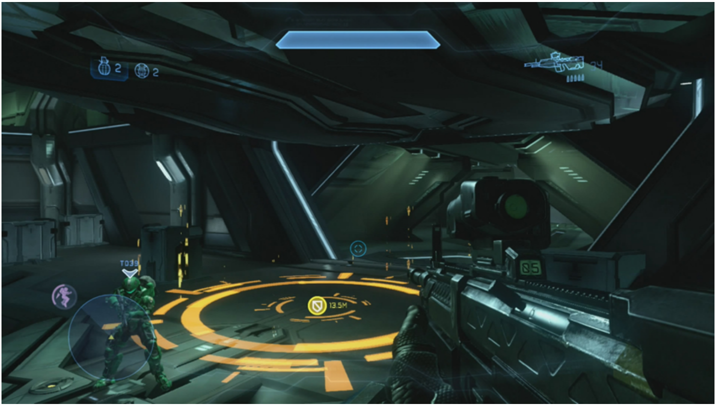

ACTIVATE COVER DEFENSES
CURRENT OBJECTIVE
6
13.5M
14

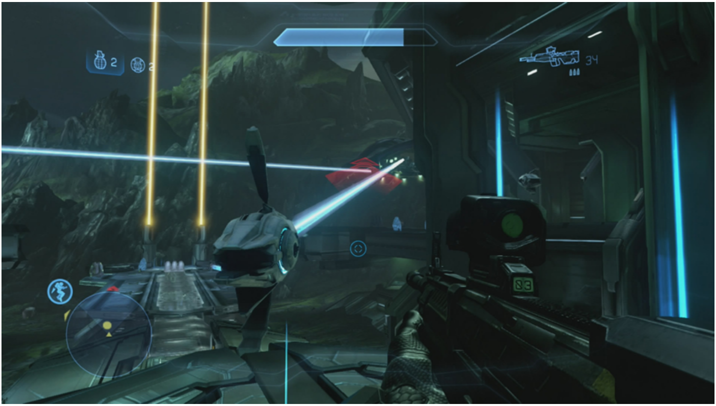

2
5
RANGE: 0063.62

[3] The Covenant send a single Phantom loaded with troops to an area close to the second map location [4]. Take them down before standing inside the circle at location two. This causes a pair of spires to extend from the ground toward the sky; they emanate golden light beams. Glassman explains that this is all necessary to hopefully find a way to get the *Infinity* free from Requiem's gravity well.

Objective Three: Activate Cover Defenses

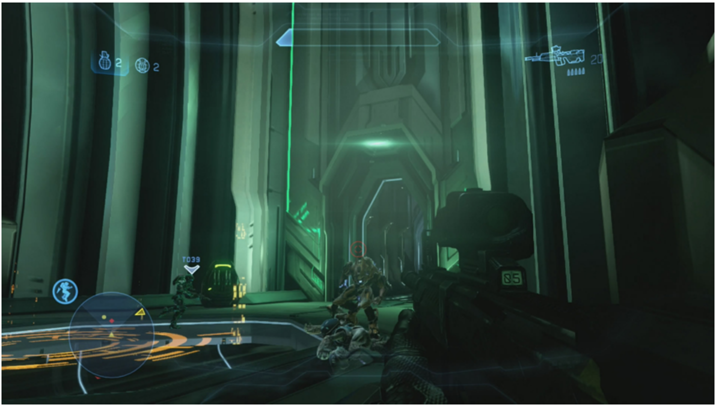
2
INCOMING TRANSMISSION
DR. HENRY GLASSMAN
CHANNEL ACTIVE
AUTHENT KEY A7783E9130
48%
HOLD ⓧ TO PICK UP PLASMA PI

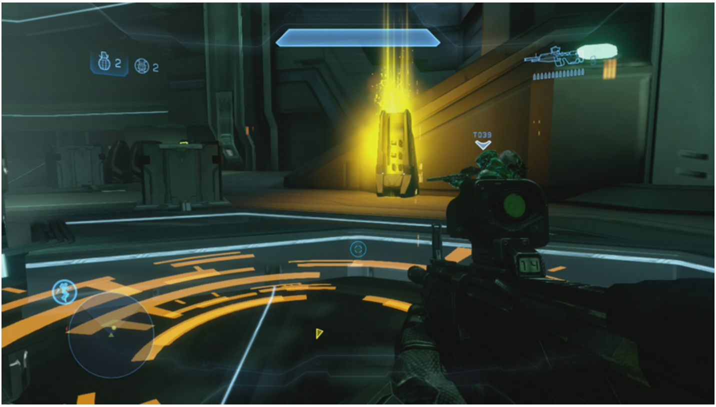

2
2
34
T039
13.5M
05



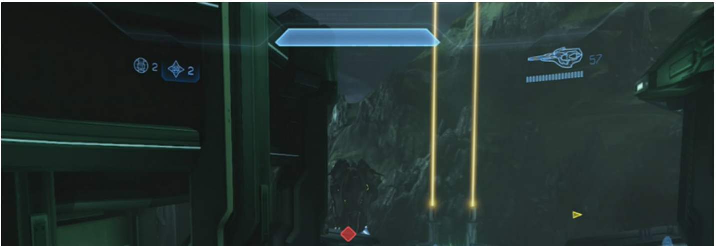
[5] A new location is marked atop a platform very close to the second map location. This will activate one of the defense mechanisms across the whole area, but also attracts another Phantom to deploy troops fairly close to this objective [6]. Activate the system and wipe out this wave of Covenant.

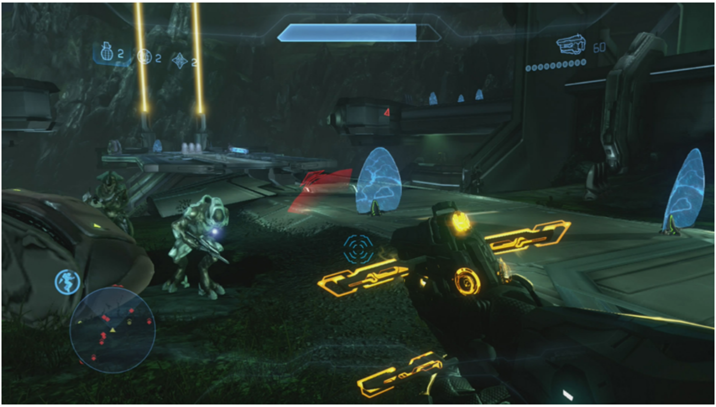
Objectives Four and Five: Bring Turrets Online, Activate Heavy Weapons


2
2
T039
20
05

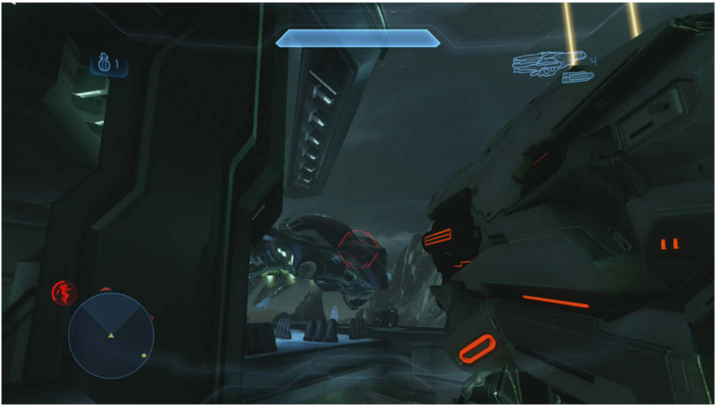


[7] Once you arrive at this location to activate the defense turrets, a Phantom will deploy troops at one of the mid-level landing pads [8]. However, with the turrets online, they will find themselves trying to evade the beam cannons and your own wrath.





[9] Another Phantom deploys troops at the upper level of the facility, near your starting location. Glassman also indicates that another “magic trick” can be located here: the heavy weapons systems. As with the other map locations, destroy the Covenant, then stand in the circle indicator to let your suit systems work their own magic. This not only activates additional defenses, but it also causes a number of Promethean weapon racks to teleport around this map location. These racks include a variety of weapons, including the deadly Binary Rifle.



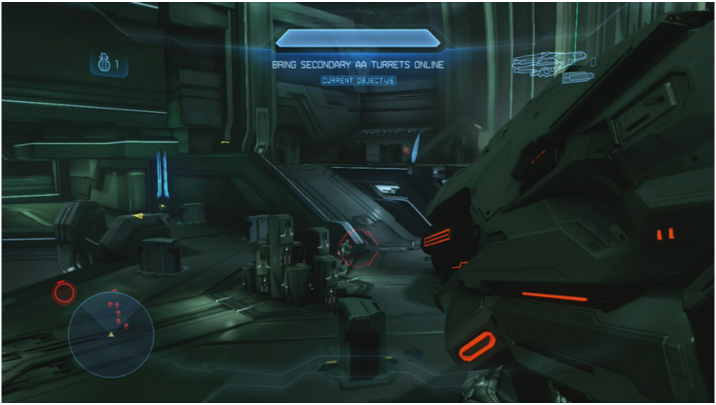
More Covenant are deployed via Drop Pod next to the spires on the ground level [4] and begin sprinting for the facility. You should have the terrain advantage here. Snipe at them from above and afar while the base defenses add their own two cents to the conversation. Another Drop Pod deploys troops much closer to the facility itself [10], while another Phantom slips into the base to deploy more troops at one of the mid-level landing pads [11].

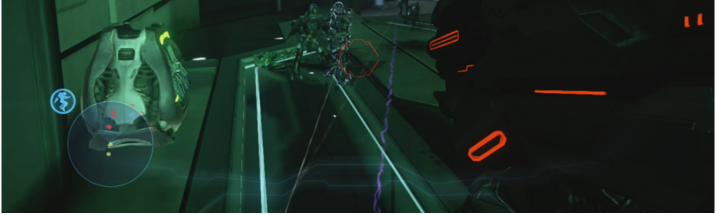
BRING SECONDARY AA TURRETS ONLINE
CURRENT OBJECTIVE
DEFEND

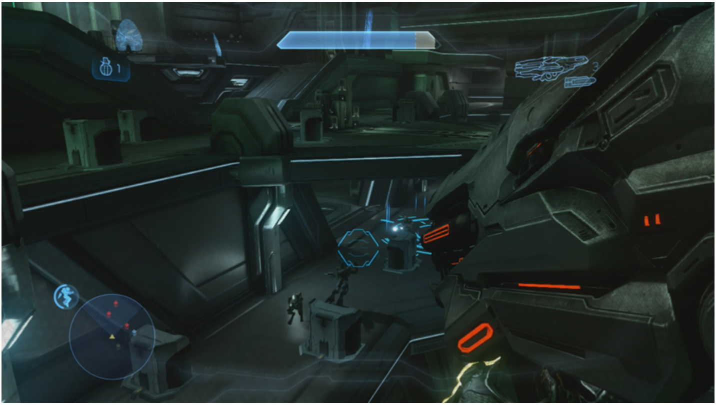
Tip

[12] You can find whole racks filled only with Incineration Cannons at these map locations. You definitely can make excellent use of this.

Objectives Six and Seven: Bring AA Turrets Online, Bring Secondary AA Turrets Online


BRING SECONDARY AA TURRETS ONLINE
CURRENT OBJECTIVE
1
0

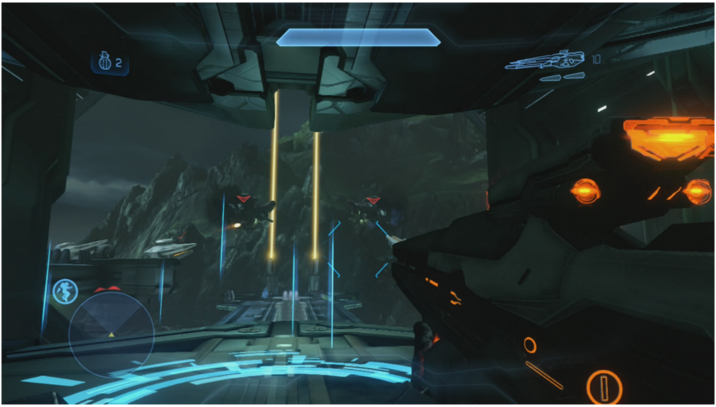


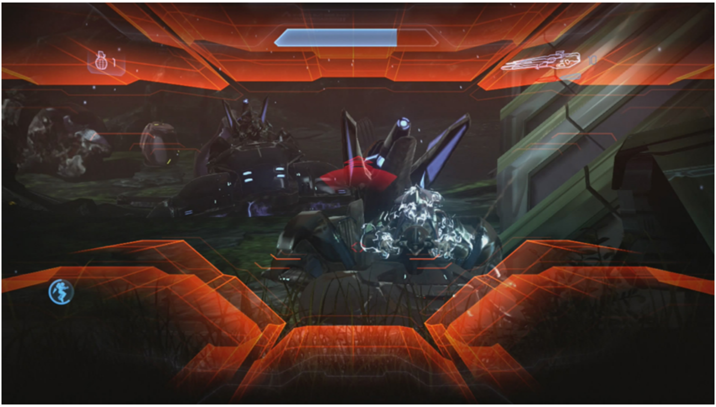


[13] [14] Things are going fairly well, but there's still more that Crimson can bring online for defense. At both landing pads on the middle level are AA turrets that can be activated. You will not officially get the secondary AA turret location until you activate the primaries. During this, another Drop Pod will deploy troops at the top level of the facility, and a Phantom will deploy another squad at the secondary AA turret location.

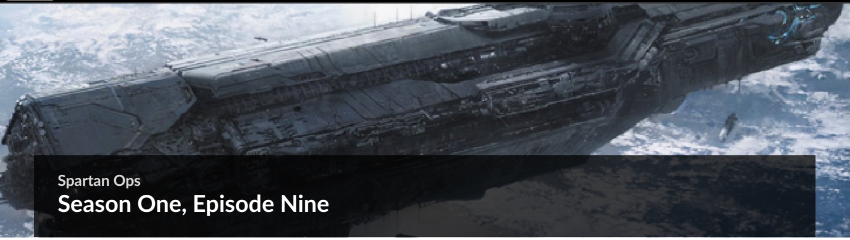
Objectives Eight and Nine: Secure the Base, Proceed to LZ

Commander Palmer decides that there's been enough "science" for the day, and she wants to pull Crimson out. First you'll need to deal with another wave of Covenant that has been deployed throughout the facility. This group includes a pair of Active Camo-equipped Zealots. Keep an eye on your motion tracker to find and locate these crafty Elites.





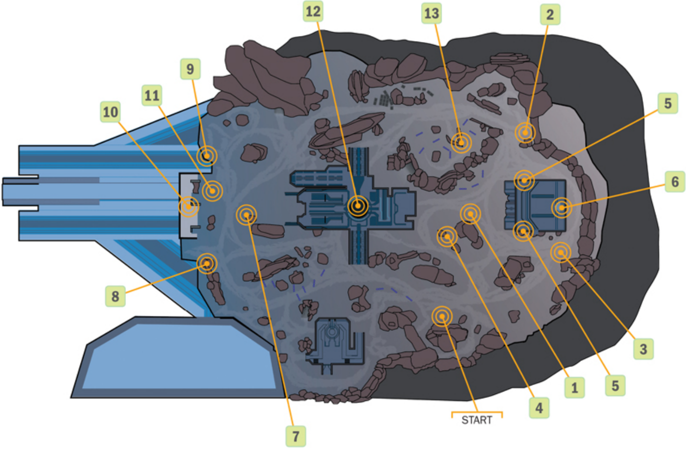
With all infantry defeated, the enemy shows signs of desperation, swarming the base with multiple Phantoms. While a number are blasted out of the sky by the AA defenses you activated, it's not enough to stop four Wraiths from being dropped onto the ground level of the facility. Fortunately, this all really amounts to a last gasp of rage out of the Covenant. Destroying the Wraiths will secure the facility, and an evac point will be provided for your HUD. The mission is a complete success. Between the failed assault on the *Infinity* and a whole range of Fireteam Crimson-delivered sabotage, the Covenant has got to be feeling



Spartan Ops

Season One, Episode Nine

Chapter One: The Search for Halsey



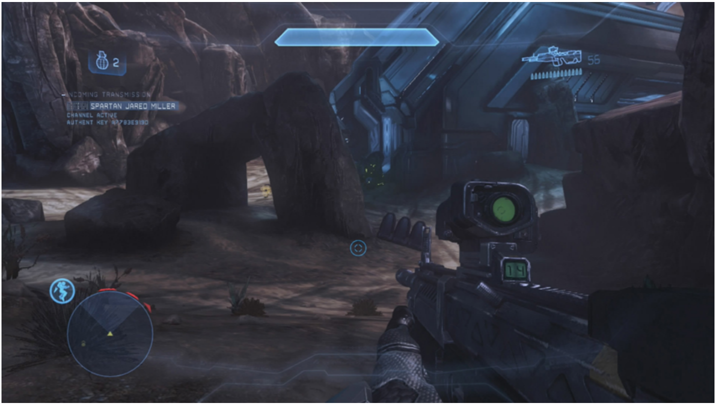
Last week, the Covenant suffered more setbacks courtesy of Fireteam Crimson. A signals intelligence facility was taken offline, captured Spartans were freed, and a Forerunner remnant was wrested from their control. With their brutal assault on the UNSC *Infinity* repelled, they have suffered losses that would demoralize almost any other military force. Despite this, the Covenant have managed to pull off arguably the biggest coup of this war or the prior one: Jul 'Mdama has kidnapped Dr. Catherine Halsey.

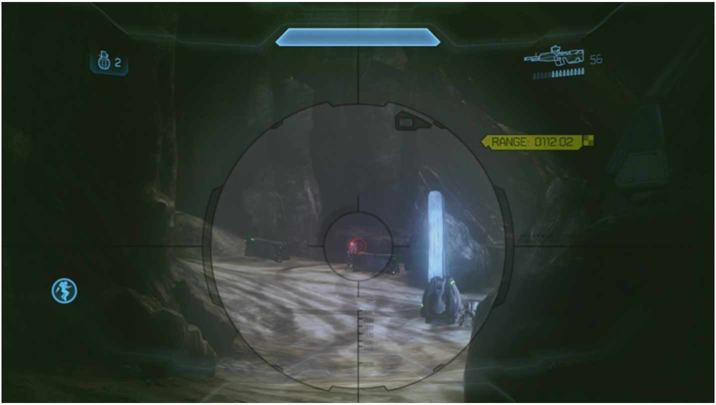
Dr. Halsey is arguably the person most responsible for humanity's salvation, and her being in Covenant possession is unacceptable. Scour the Cyclone facility of hostile presence. Mission support from the *Infinity* will assist in marking target communications terminals for inspection.

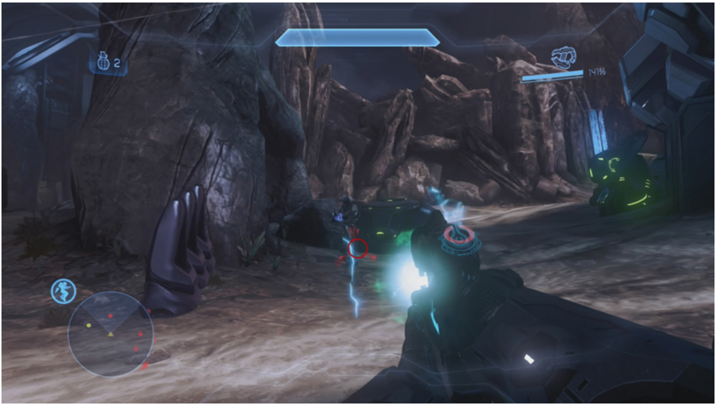
Map Location: Cyclone

For the first half of the mission, expect a significant Elite presence that is not to be taken lightly, so arm and act accordingly. Things take a sudden turn during the second half, when Prometheans become the exclusive threat you face. As useful as the Jet Pack typically is, it may not be a bad idea to have a loadout equipped with the Autosentry. There is an extensive objective defense you must partake in during the latter half of the mission, and the extra gun on your side can be handy.

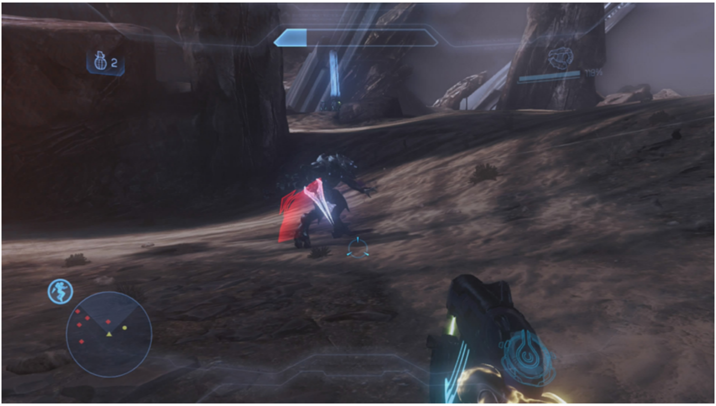
Objectives One, Two, Three, and Four: Investigate Communications, Eliminate Hostiles, Investigate Structure, Trace Communications

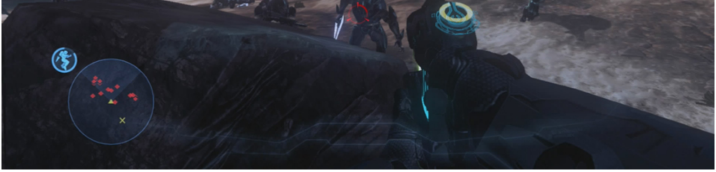




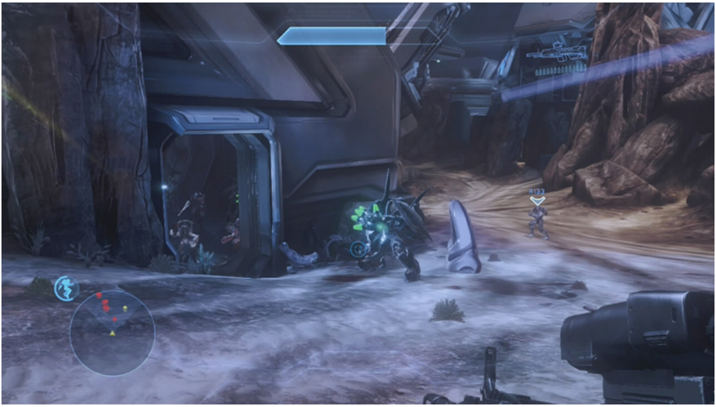


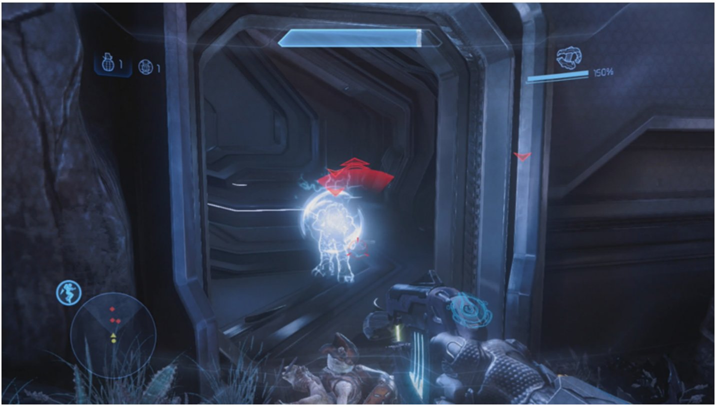
Deployment at the Cyclone facility starts off smoothly and quietly a short distance away from target structure [1]. Guarding it is a Covenant force consisting primarily of Jackals of all variants, including a Jackal Sniper [2] that can ruin your day if you run carelessly out in the open.



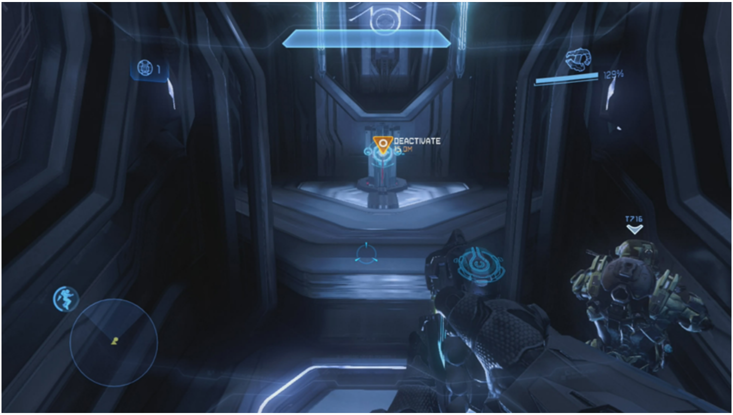


[3] Eventually a Phantom deploys a large group of Elites near the building, and during its exit, pauses to drop a swarm of Grunts [4], and they aggressively charge at your position. This group contains a number of Energy Sword wielders, so keep an eye on your motion tracker to avoid surprises.



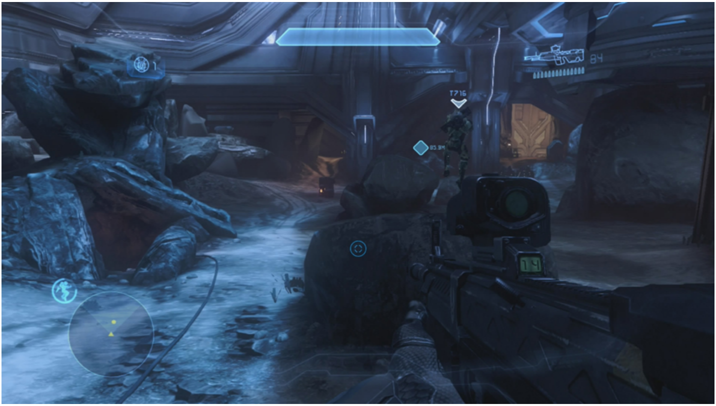


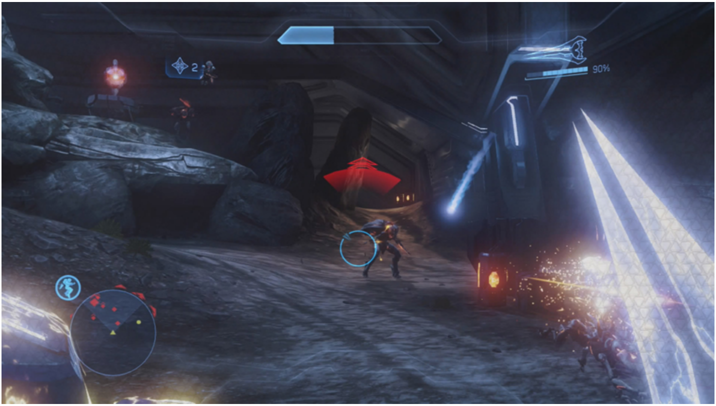
[5] With the Covenant out of the picture, you can enter the target building to search for signs of Halsey. However, as the doors indicated on your HUD open, they reveal another Covenant squad that includes two Hunters in their ranks. If you're running the mission solo, this can be a tough nut to crack. However, if you are working with at least one other Spartan, you can use the two entrances into the building to set up a two-front assault.

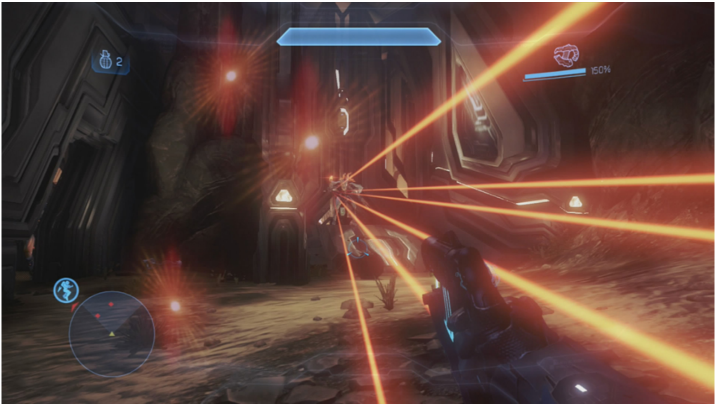


[6] Once you've discovered the average Covenant lifespan after they have been shot many times, you can actually enter the building to investigate a comm relay from which *Infinity* has detected activity. This reveals the name of a Covenant meeting location "Librarian's Rest," but gives no coordinates. Roland suggests giving him access to the comm network to try and uncover more information.

Objectives Five, Six, and Seven: Shut Down Second Portal, Defeat Prometheans, Investigate Power Source



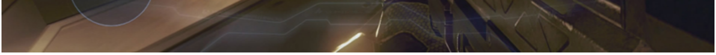




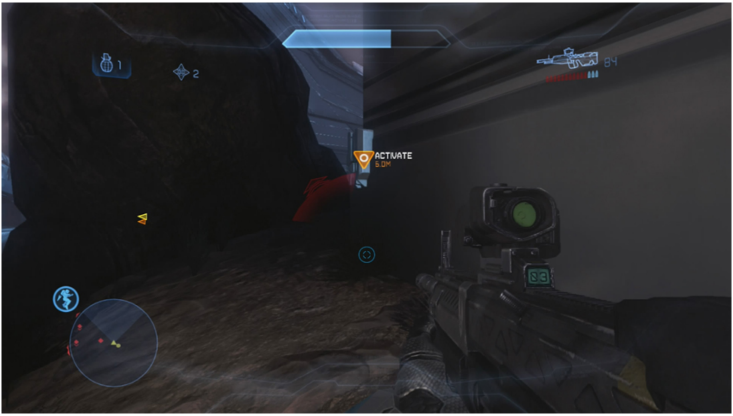
[7] You're ordered to proceed to the other side of the Cyclone facility, which begins as a quiet and uneventful stroll until you close within 50 meters of the waypoint. This triggers a Promethean ambush led by Knights and supported by Watchers and Crawlers. Beam Cannons are set up on ledges overlooking the direct approach to the objective [8] [9]. Be especially careful about advancing farther toward the waypoint! Push too hastily and you may find yourself in the middle of a Promethean reinforcement wave just as they teleport into the area, and at a lethal disadvantage. Wait until your radio back up confirms the area is clear before advancing toward the objective.

Objectives Eight, Nine, and Ten: Defend Power Source, Activate Power Source, Head to LZ

1
2
28
INCOMING TRANSMISSION
UNSC A.I. ROLAND
CHANNEL ACTIVE
AUTHENT KEY A7783E919D
T716
14



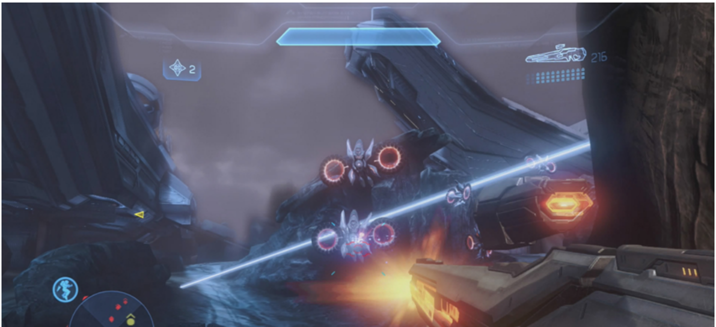
[10] The power source is atop a ramp inside a small structure. Shortly after you get close to inspect it, a large Promethean counterattack commences [11], and the area just outside of the control panel's location becomes filled with all varieties of Crawler, including the feared Crawler Snipes. Knights also join the assault. You're ordered to defend the power source while *Infinity* continues its analysis.

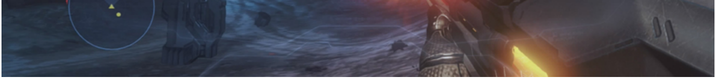


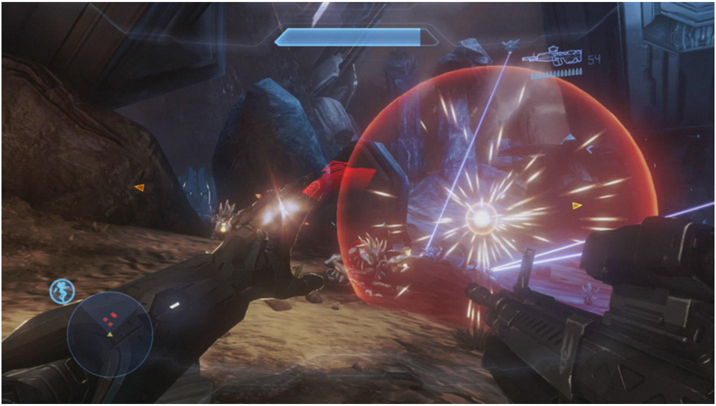
This is somewhat tempered by good news: A set of Beam Cannons suddenly comes online and begins helping with the defense. They can fall very quickly to the firepower being leveled against them, however it is possible to reactivate the turrets by reaching control panels marked on your HUD when a turret is destroyed. Just don't recklessly run out to restore a turret unless you know it is safe: Crawler Snipes tend to go after Spartans trying to reactivate a turret.

Tip

During this phase of the mission, you can acquire a Binary Rifle and a relatively large supply of ammo for it due to the large number of Crawler Snipes on the prowl. We recommend trying to take one of these guns as your secondary weapon.

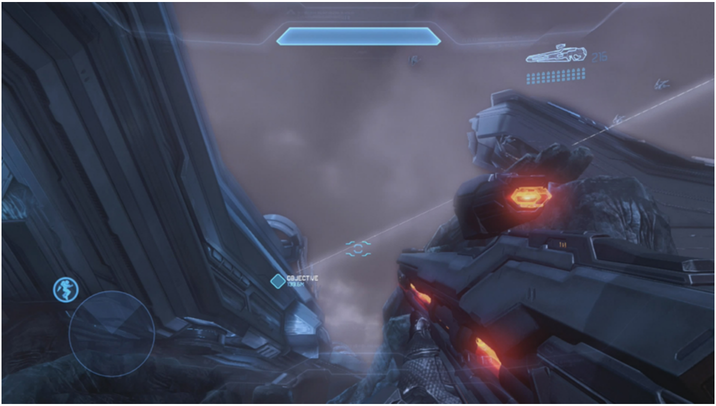


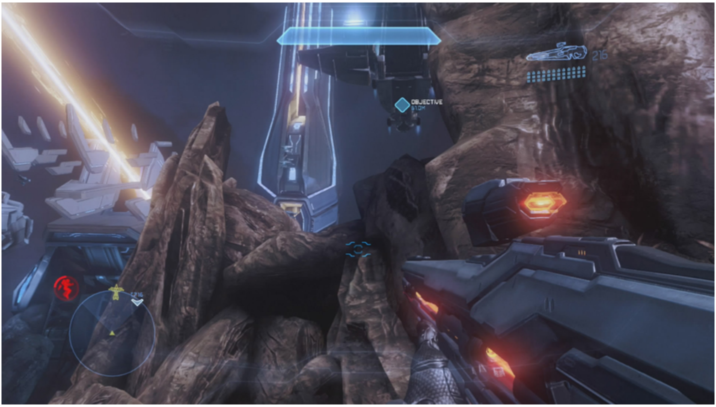




After several waves of Crawlers and Knights, Watchers finally join the fight in a large swarm. This is why we recommended picking up a Binary Rifle. All it takes is one swift shot, and the Watchers will not live long enough to be a real nuisance. After a couple of waves of Watchers prove ineffective, Crawlers start teleporting into the area once more. However, this is accompanied by yet another surprise: Forerunner Sentinels suddenly descend onto the battlefield, shooting at the Prometheans in concert with the beam turrets. The Promethean assault is decisively crushed.

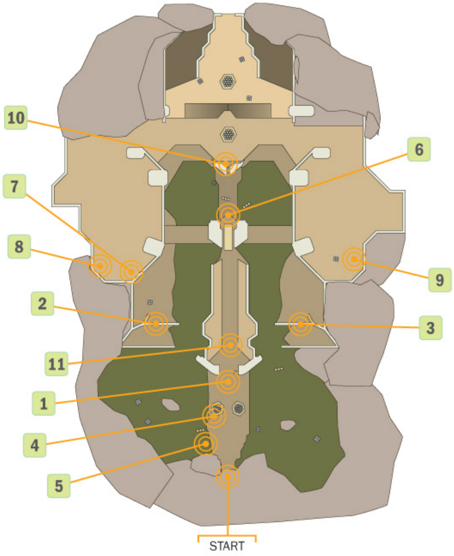
In the aftermath of the firefight, Roland suggests that you return to the power source and use the control panel to activate it. What could possibly go wrong?





[12] Upon interacting with the power source, the Sentinels suddenly retreat toward the center structure and begin firing upon it. As soon as you approach the structure, Roland completes his analysis and Fireteam Crimson is ordered to rush to the landing zone (LZ) [13] for immediate pick up. A squad of Marines who are also a part of the search effort needs assistance.

Chapter Two: Clean Up



Halsey's communications were bounced throughout a Covenant-held Forerunner control facility. A Marine squad that was sent to investigate it is only seconds away from being overrun by the enemy when Fireteam Crimson arrives.

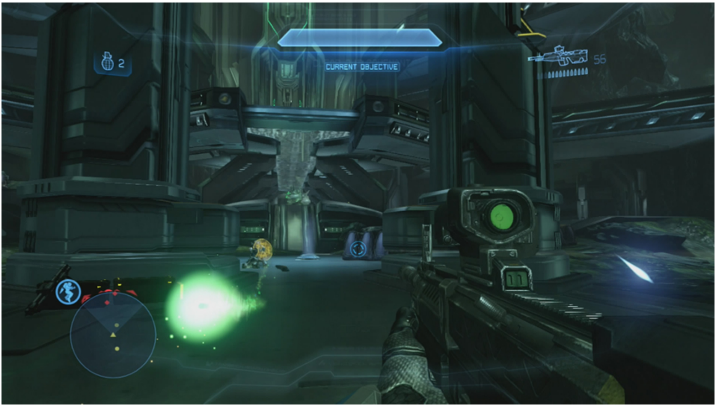
Do what you can for the Marines, but remember your priorities. Eliminate hostiles while accessing the various comm terminals through which Halsey's signal was routed. However, keep in mind that this facility is very important to the Covenant and the Prometheans—important enough that they will send many waves of reinforcements to halt your progress, possibility more than you can manage.

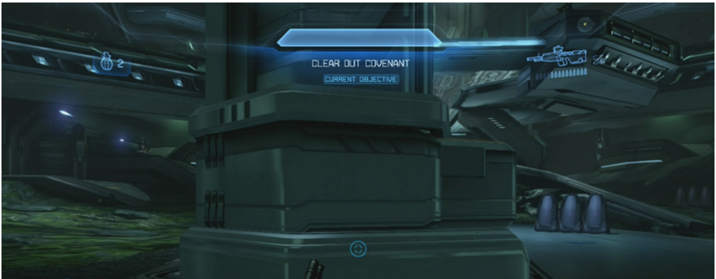
Map Location: Control

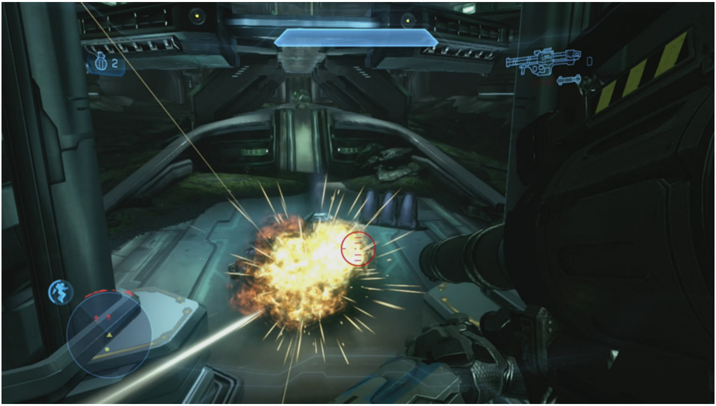
This can be a fast-paced and surprisingly brutal op, particularly if you're on your own. You'll want to bring the rifle of your choice and a Plasma Pistol/Storm Rifle as your basic loadout, but be prepared to switch to power weapons that you locate during combat. Once again, the Jet Pack is just too darn useful to easily give up for other armor abilities because it allows you to traverse the various levels of Control quickly and efficiently.

If you do have the Ammo upgrade, put this into your loadouts! There's little downtime between reinforcement waves once the battle starts, and being able to carry extra ammo can be a huge boon.

Objective One: Clear Out Covenant

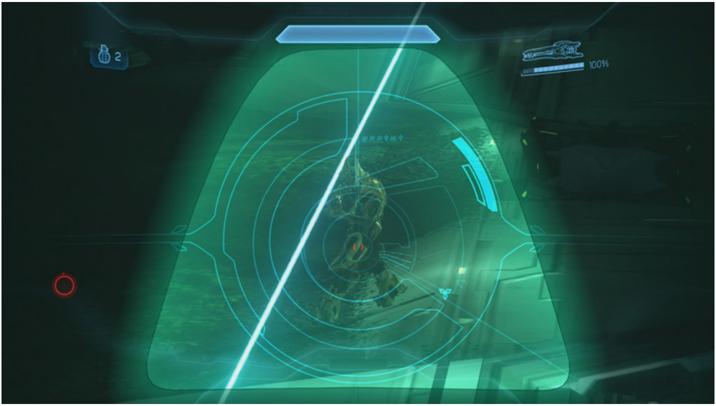


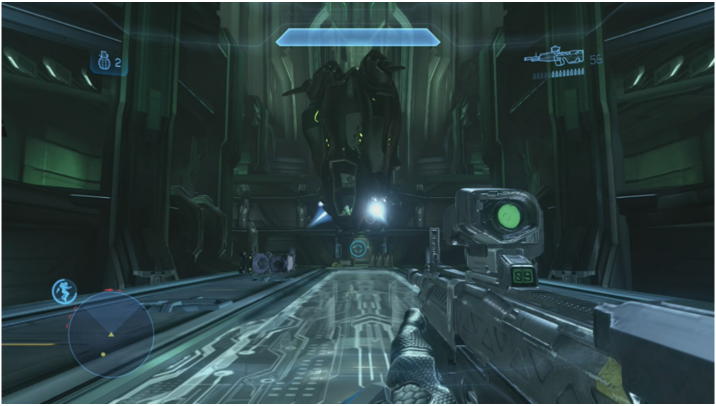




[1] There's no way to sugarcoat this situation: You're in for a rough start. You enter the battlefield on foot just as the Marines are being overrun. It's a bad situation no matter how you slice it. Atop a suspended platform directly in front of you are Elites attacking from above. Below these Elites on the ground level, Grunts push an advance directly into your position, and they are supported by a pair of Hunters. Flanking you at a relatively safe distance is a pair of Shade Turrets [2] [3] with good firing angles on you and the Marines.

Fortunately, you can locate a Rocket Launcher [4] near one of the vertical pillars close to the Marines' position, or a weapon cache with Beam Rifles and Concussion Rifles [5] to help augment your firepower. Snipe gunners on the Shade Turrets, then go to work on lighter enemies in the area until the Hunters draw close enough that you can guarantee direct Beam Rifle or Rocket Launcher hits on their weak spots. It's tempting to want to use rockets on the Shade Turrets: This is a waste! The gunners on the turrets can be easily sniped, and you'll want the rockets to put down at least one of the Hunters.





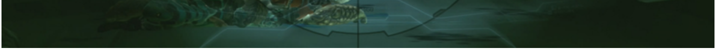
[6] It's not over yet. Surviving the enemies at your doorstep still leaves the ground forces that are closer to the actual facility itself. After you snipe the initial hostiles, a Drop Pod will land in front of the facility to deploy another Covenant squad. There are plenty of Elites in this deployment, and they will try to use the upper levels of the facility against you.

[7] As you work through the Drop Pod group, a Phantom will also fly in to deliver troops atop one of the mid-level landing pads. As the battle progresses, Roland finally locates a terminal that can be used to trace Halsey.

Objective Two: Investigate Comm Terminals

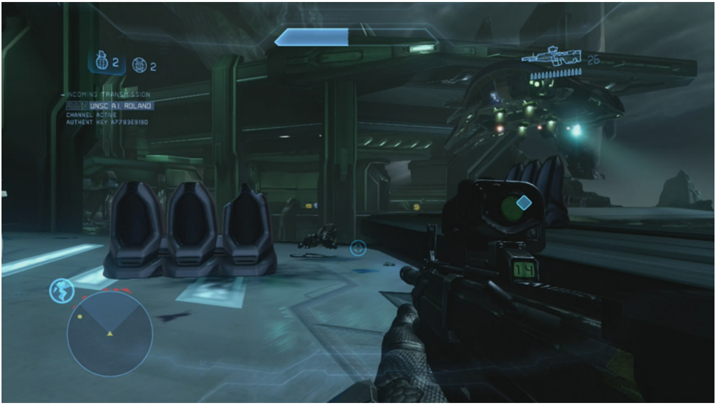
2
INVESTIGATE COMM TERMINALS
CURRENT OBJECTIVE
30%
ACTIVATE
23.1M

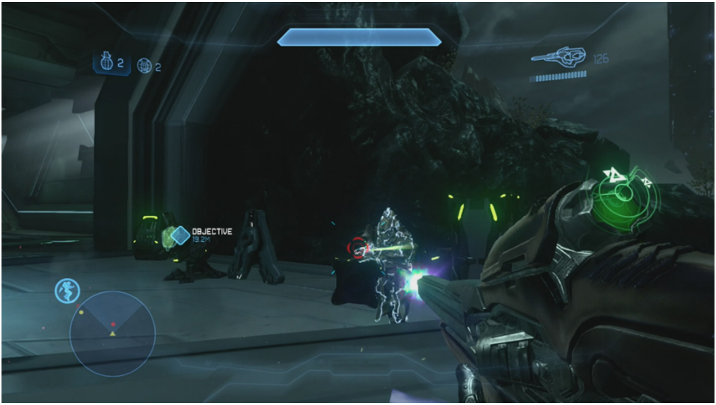
2
36
INCOMING TRANSMISSION
RANGE: 0061.82
HOLD X TO PICK UP PLASMA PISTOL

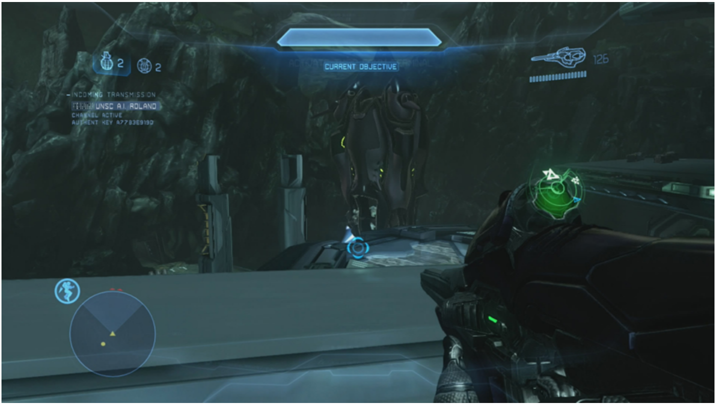


[8] There are most likely still hostiles in the area when you get this objective, but there's little reason to hesitate investigating the terminal. Once you've got breathing room, use the terminal. Keep in mind that throughout this battle you'll continue to see more Covenant deployed across the whole map, and they will generally rush the location of your current objective in an attempt to protect it.

Objective Three: Investigate Second Comm Terminal

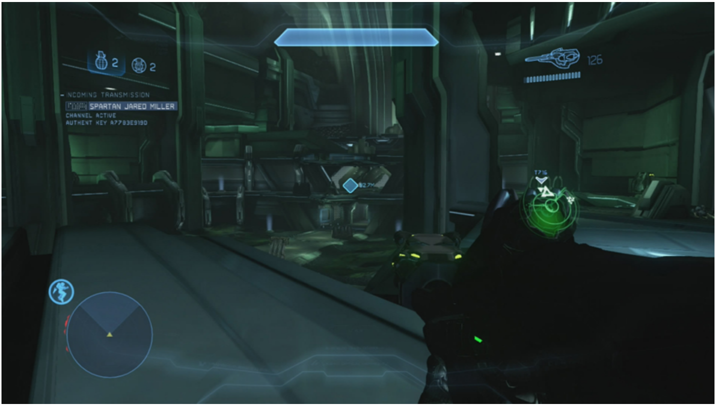


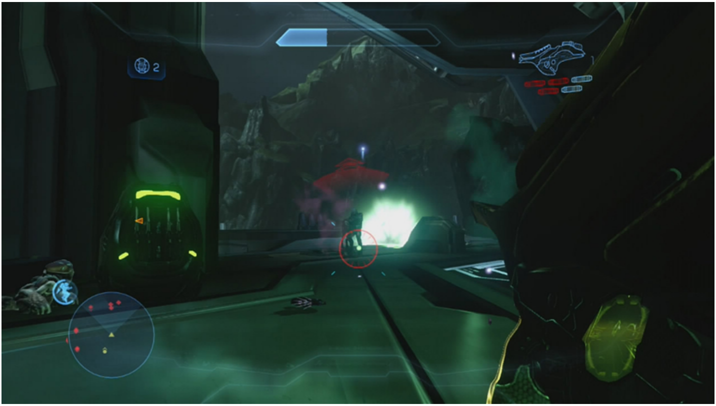


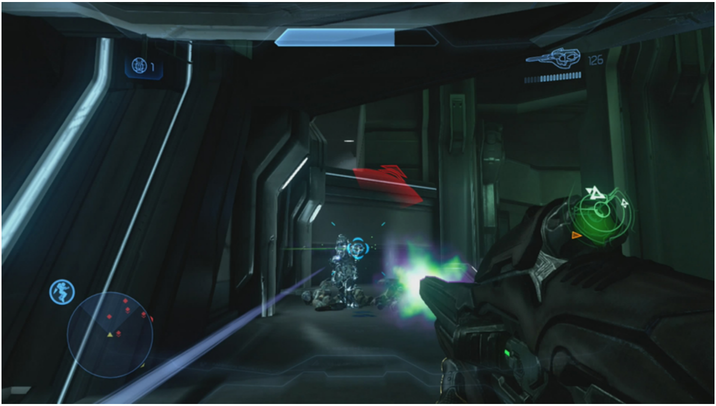


[9] If you've moved quickly, you may have activated the first terminal for Roland before or while a second Phantom deploys troops on the mid-level landing pad opposite to the one where the first terminal was found. The moment you interact with the second terminal, a Drop Pod will deploy troops near the ill-fated last stand of the Marines [1].

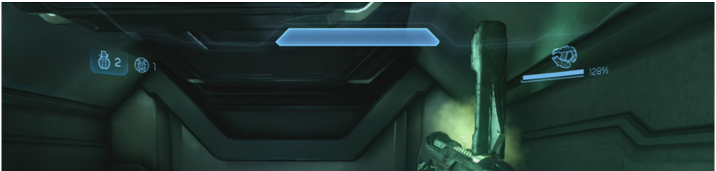
Objectives Four and Five: Activate Third Comm Terminal, Defend Comm Terminal

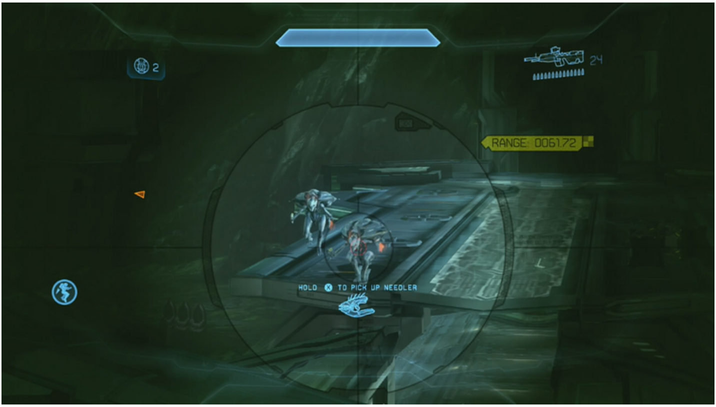




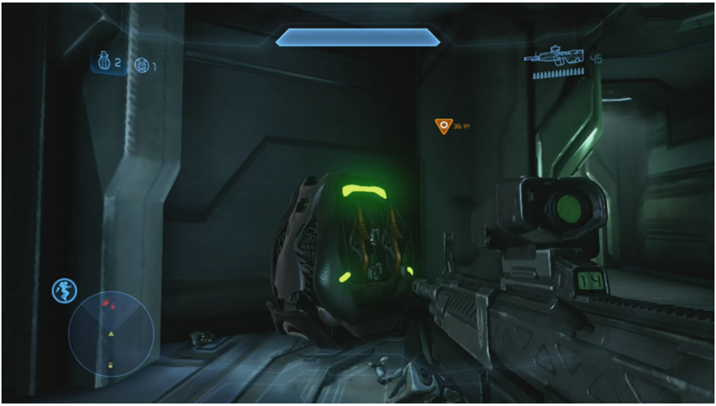


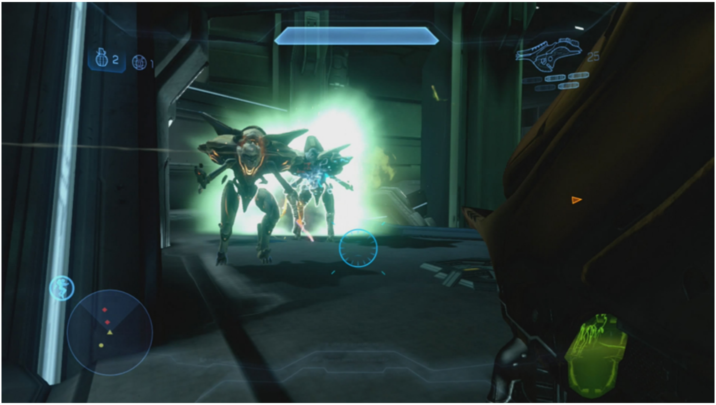
[10] The third and final comm terminal can be found on the middle level, directly in front of the corridor that connects to the ground level. If you haven't dealt with the new Drop Pod deployment at [1] already, they will rush toward this terminal. Quickly activate it and get ready for a brawl.

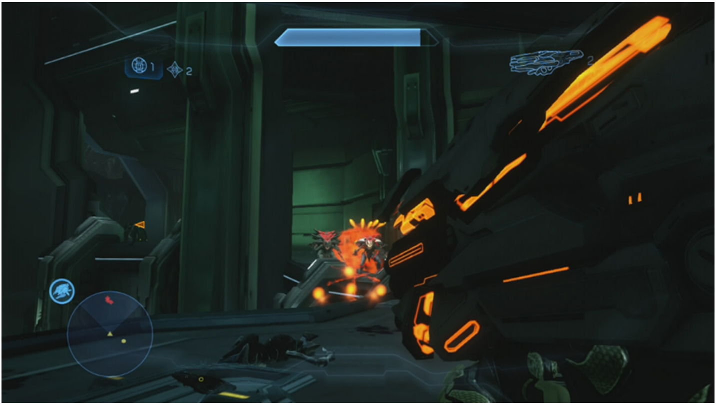




If you beat back the Covenant attackers, Prometheans begin teleporting onto the entire map, even into the corridor beneath the comm terminal objective. Early waves consist primarily of Crawlers, but after scoring a number of kills, Knights join the battle in greater numbers.







If you go inside the corridor beneath the third comm terminal, you can find a weapon cache with Fuel Rod Cannons. This weapon, combined with the Ammo upgrade, means you can carry up to thirty shots that are positively devastating against the Knights at mid-range. This is one of the most dangerous phases of the mission, as you can expect multiple Knight Lancers with Binary Rifles on the mid-level and even some on the fields as far away from the third terminal as the starting defensive position of the Marines [1]. You can even expect Knight Commanders with Incineration Cannons, which are arguably just as dangerous. It's not a bad idea to take those weapons for yourself.

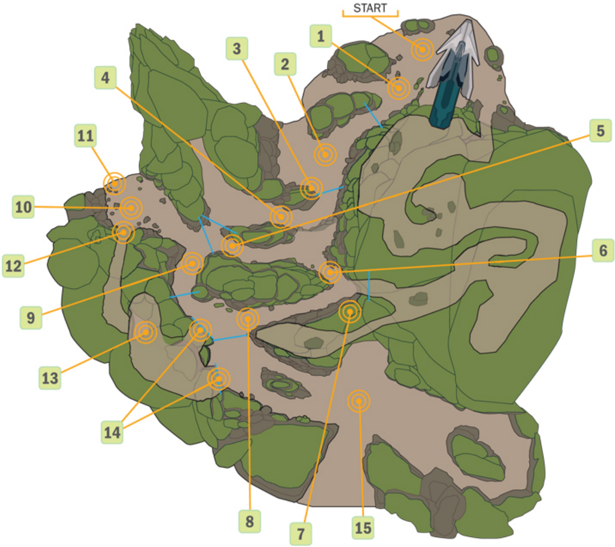
2
1
2
DEFEND COMM TERMINAL
CURRENT OBJECTIVE
7

1
2
7
-INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190

9
INCOMING TRANSMISSION

Eventually, you'll get some very bad news from Spartan Miller: Knights are starting to flood into the facility far faster than you're able to put them down, and it's clear that you're about to be overwhelmed. An aerial bombardment is targeted on the greater facility. You need to not be anywhere near the strike zone unless it is underneath some excellent cover. You can choose to ride out the bombardment inside the corridors near terminal three [10], or you can flee toward the designated waypoint [11], which is well away from the air strike. After the barrage annihilates all the Promethean forces in the zone, the mission ends. Roland's analysis of the comm terminals reveals that Halsey may be attempting to communicate from Lockup.

Chapter Three: Science Mountain



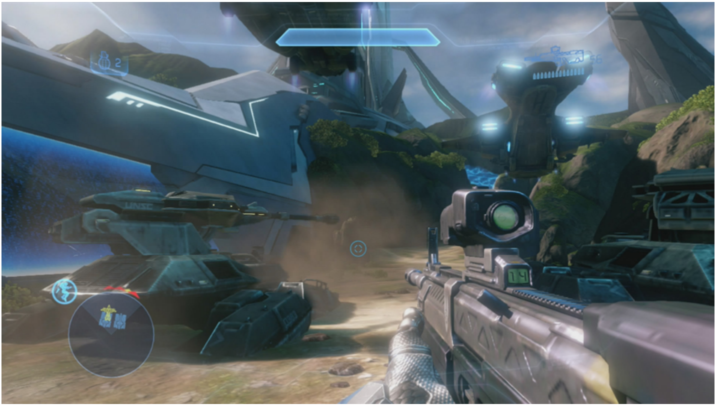
In an effort to try to confirm Roland's guess that Halsey may be at Lockup, Fireteam Crimson is deployed to Apex, where her transmissions were confirmed to have been routed through. Once again, the Covenant have taken the mountain for themselves, but there's one major difference this time: Scorpion tanks have been authorized for deployment.

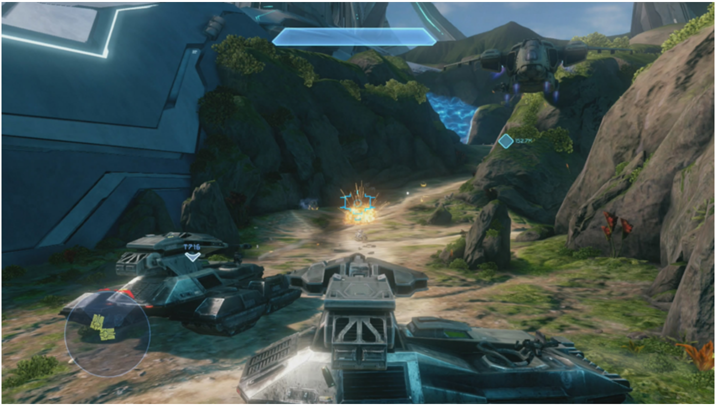
The *Infinity* is taking no chances. With the Scorpion tanks, you need to fight your way through any opposition that stands in your way as you advance toward any comm terminals that are designated for investigation. The Covenant will respond to heavy armor appropriately, so be cautious during your advance. The narrow path you must follow is not conducive to defensive driving.

Map Location: Apex

There are some points in the mission where you are forced to be on foot, but new Scorpions will be delivered to replace the ones you leave behind. That said, there is no reason why you can't preserve the tanks you're given and use them throughout almost the entire operation.

Objectives One, Two, Three, and Four: Secure Forward Base, Clear the Area, Weaken Barrier, Destroy Barrier With Scorpion



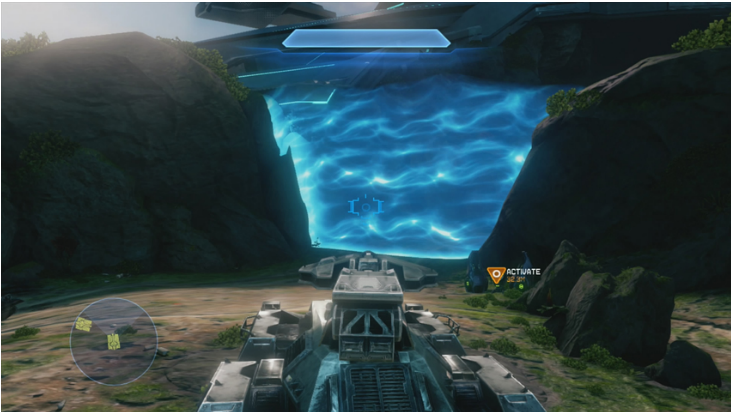


SPARTAN JARED MILLER

Two Scorpions are deployed at the LZ, and you start directly behind them. If you're playing in a team of four Spartans, that means you will have two driver and two machine gunner slots that can be filled. As soon as you advance toward the start of the path up the mountain [1], you are attacked by a large pack of Crawlers. The Pelicans will provide additional support, but come under fire from a persistent Phantom and request assistance. Blast it until it goes away, in one piece or in many.

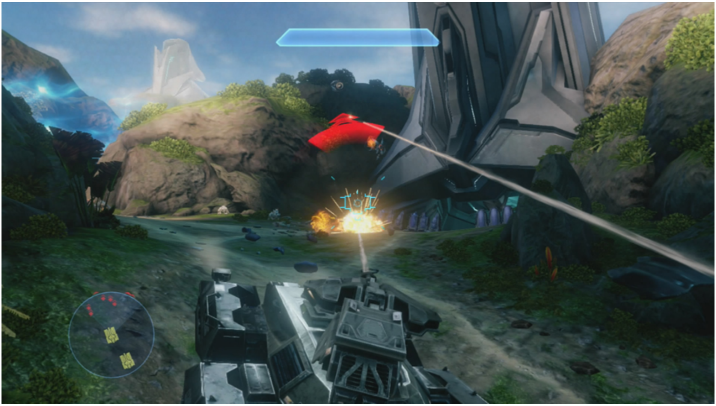
CLEAR THE AREA
CURRENT OBJECTIVE
T716

[2] You quickly encounter your first obstacle to tank domination as you climb the mountain: a shield barrier. Watchers begin teleporting onto the field to further harass you among another Crawler swarm, while another pair of Phantoms try their luck. If you're having trouble, shoot out their nose-mounted cannons and the two door gunners, and the Phantoms quickly leave the area.

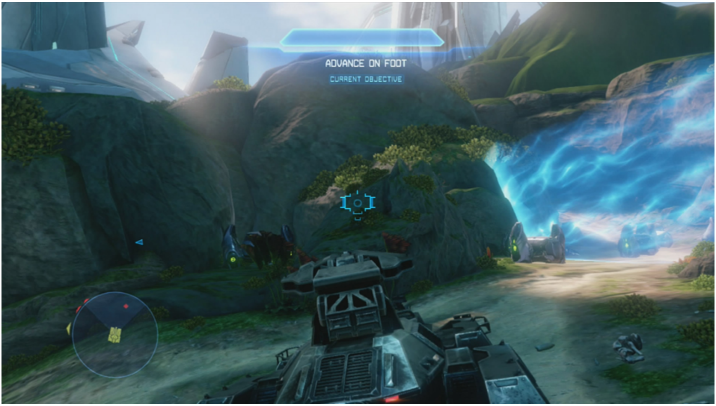


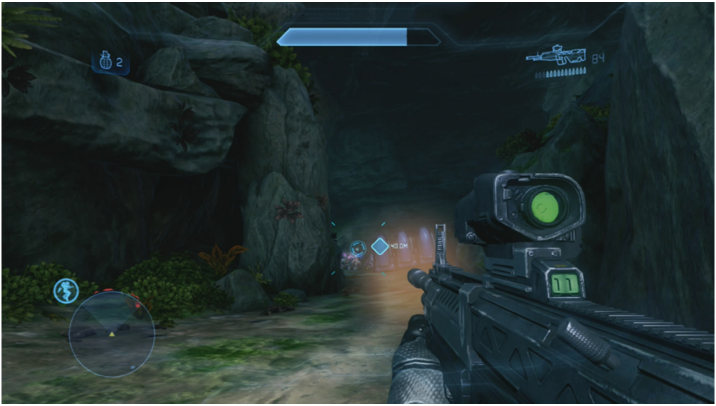
[3] Roland can't shut down the shield, but he directs you to a control panel that lets you weaken it, thereby making it vulnerable to tank shells. A Pelican also drops off a fresh Scorpion if you need it.

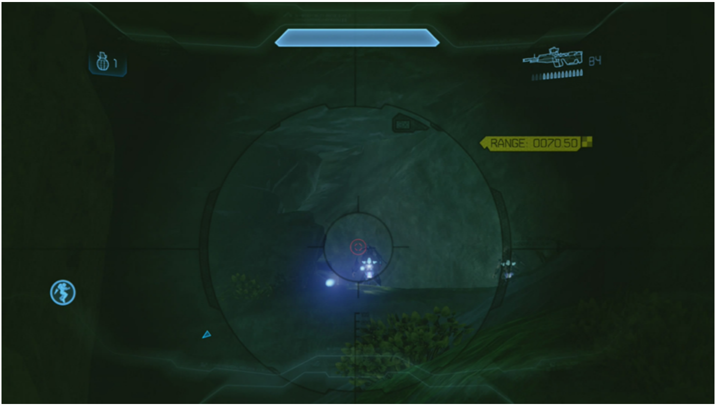
Objectives Five, Six, and Seven: Advance to Halsey Trace Point, Advance on Foot, Clear the Area



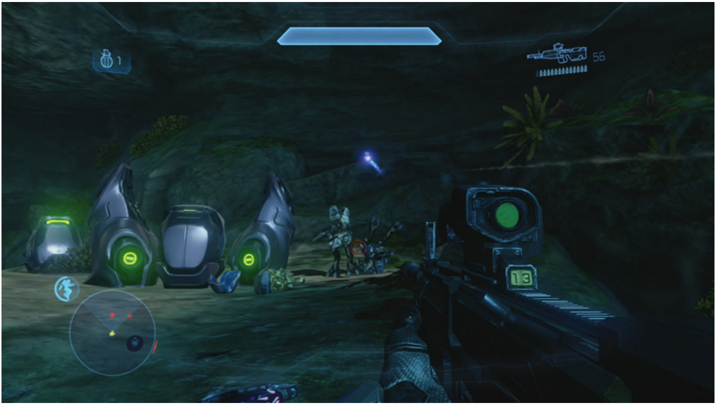
[4] As you proceed to the trace point, Covenant Phantoms attempt an ambush with the help of supporting ground forces. As always, try to prioritize bringing down the Watchers first, or they'll just keep reviving the Crawlers you destroy.

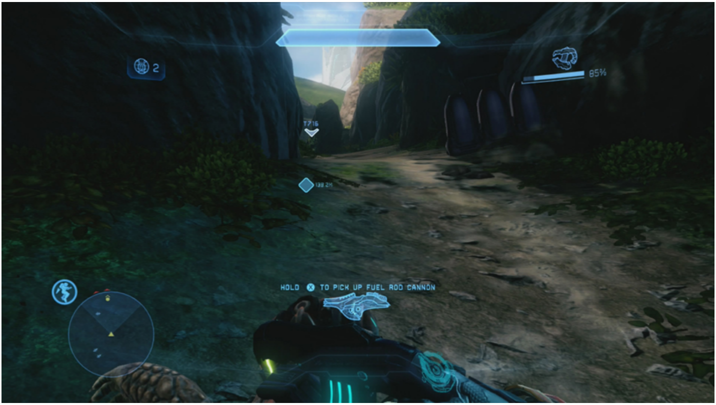






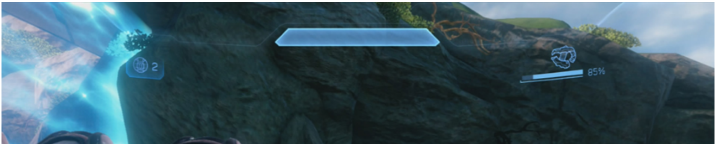
[5] Unfortunately, this is where you must part ways with your armored chariot. There is no way to bring down the barrier from here, and the terrain is too narrow for a Scorpion to take. Follow the path on foot until you reach the caves [6], where a Covenant welcoming committee awaits. [7] Be on the look out for the two mounted Plasma Cannons that provide the enemy with overwatch protection. These guns are manned by Elites. When they are killed, any Grunts in the area may turn suicidal and rush you with armed Plasma Grenades. Advance cautiously through here and clear out all hostile resistance.

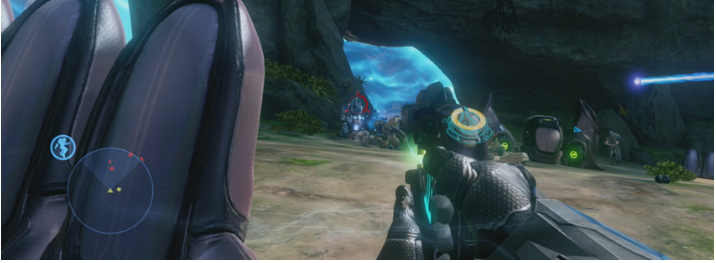


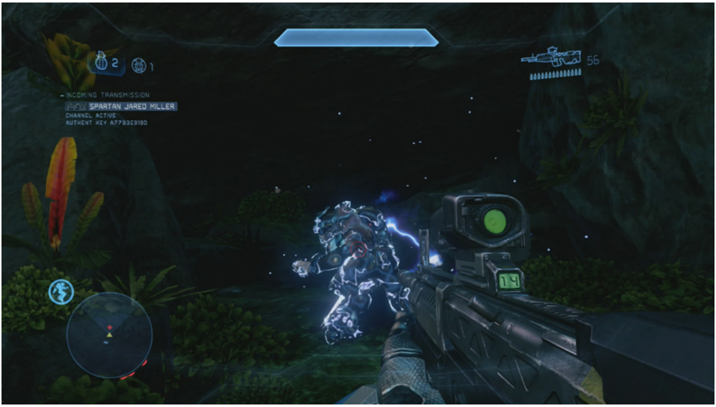


A number of Elites are on the ground farther into the cave. Once the cave is clear, advance up the hill to the next waypoint.

Objective Eight: Clear the Area

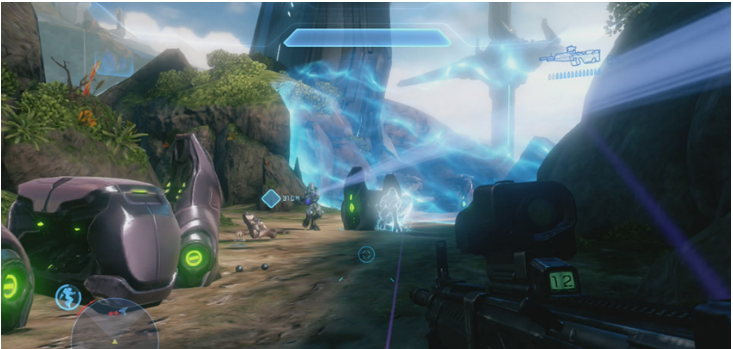


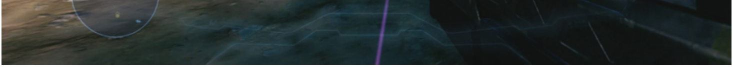




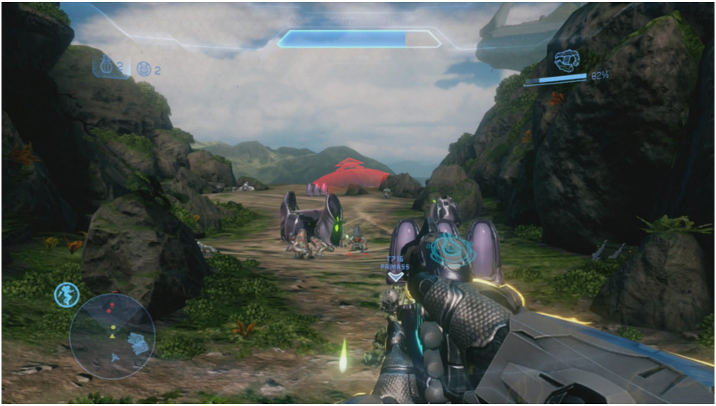
[8] Another Covenant ambush awaits as you crest the hill. Expect Plasma Cannons to be one of your chief concerns while you deal with the hostile infantry. Watch out for Zealots among these hostiles! Once you break through this ambush, a new waypoint is presented for you.

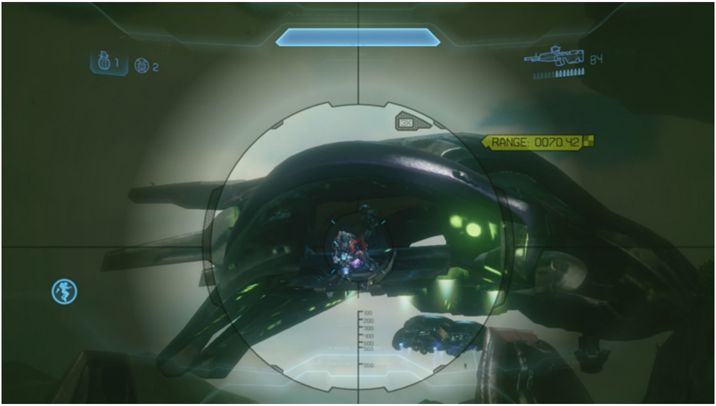
Objectives Nine, Ten, and Eleven: Secure the Area, Weaken Barrier, Destroy Barrier With Scorpion

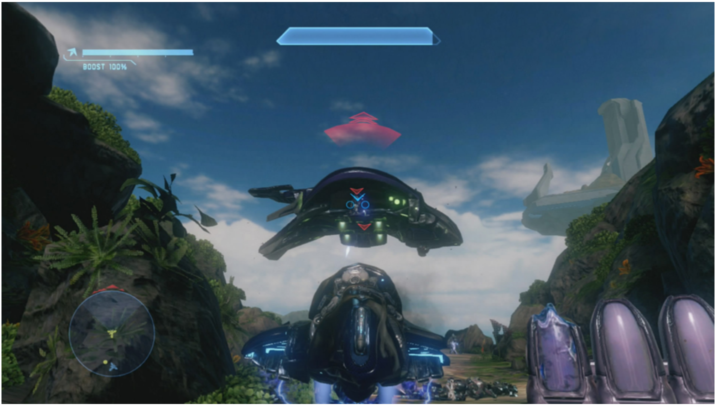




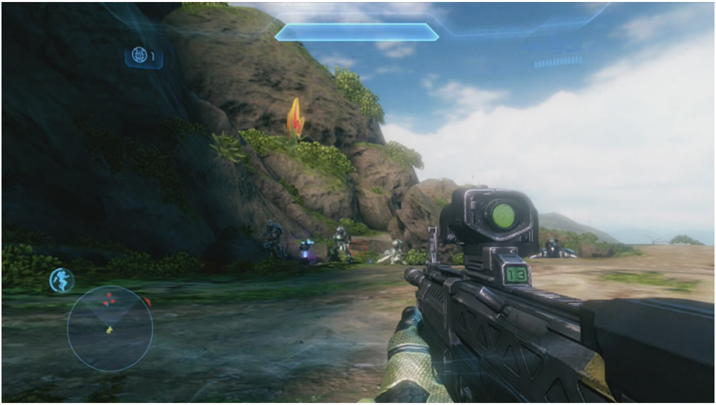
[9] You’re ordered down the mountain a short ways, now on the other side of the barrier that forced you to go on foot. The Covenant have set up another ambush.

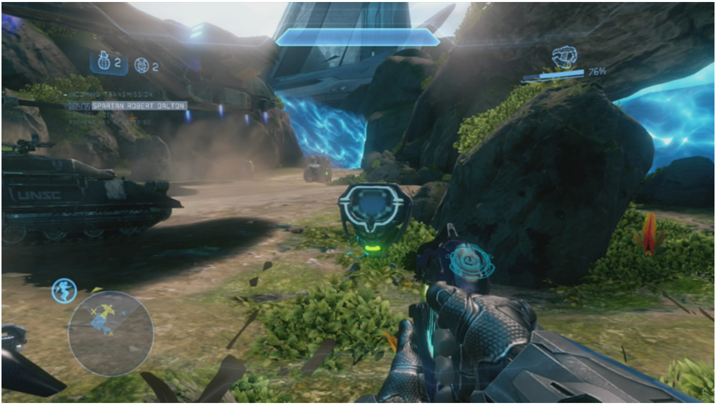






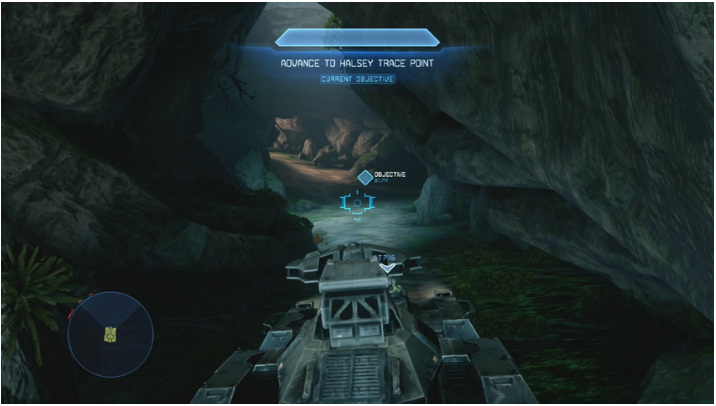
[10] You must now clear out an LZ for the Pelicans to deliver more Scorpions to your position. The initial forces at the waypoint are reinforced by a Phantom that deploys Elite Zealots and a pair of Ghosts. Unfortunately for the Zealots, you've got a lot of room to work with to escape the wrath of their Energy Swords. The Ghosts combined with the support from the Phantom's guns are a different story. Try to snipe the two door gunners off the Phantom as quickly as you can, though this can be somewhat difficult as the gunners are fully shielded Elites, and the Phantom will be moving around to make landing shots tougher.

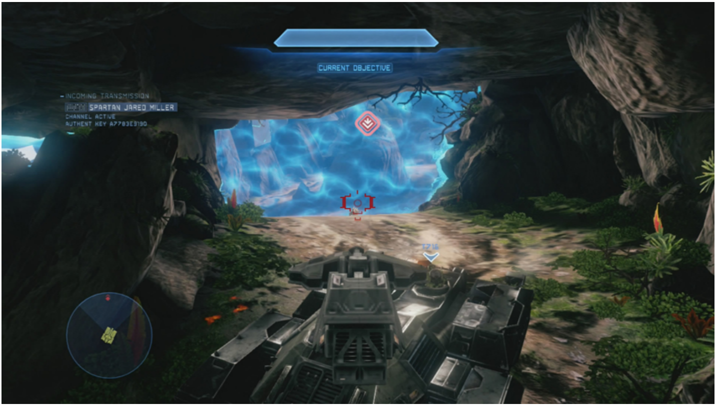


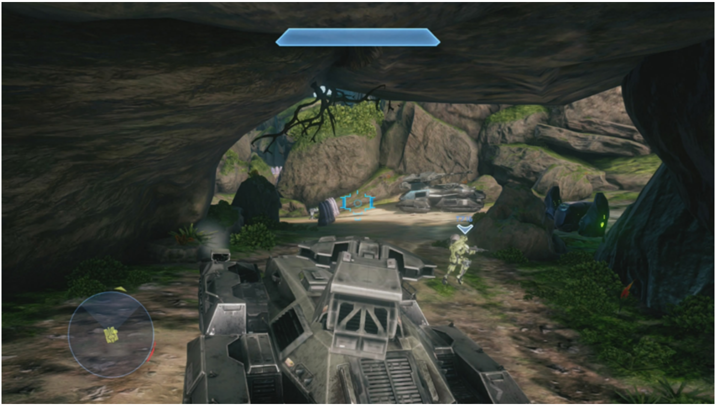


After you kill the gunners on the Phantom, it will eventually slink away after you finish off any remaining Covenant infantry. During the cleanup, lookout for manned Plasma Cannons so that you don't accidentally wander into their fields of fire. With a new LZ clear, Spartan Dalton delivers a Scorpion for you to use, and Miller marks another shield control [11] that will allow you to weaken the next barrier [12].

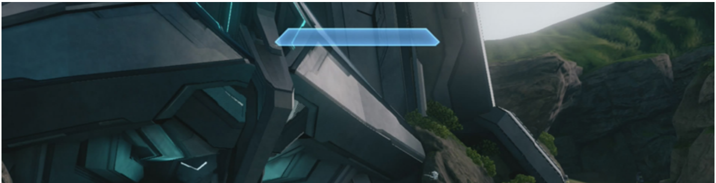
Objectives Twelve and Thirteen: Advance to Halsey Trace Point, Eliminate Hostiles

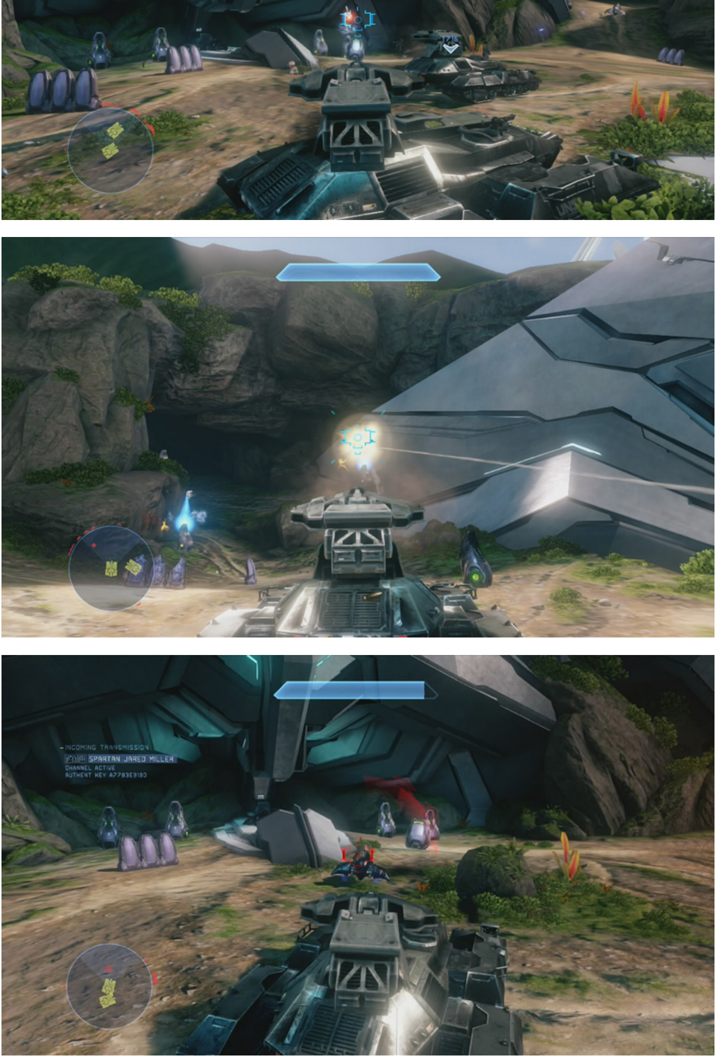






[13] Follow the cave, destroying a small pack of Crawlers along the way, until you see a new set of shield barriers to destroy. This time you don't need to even use a console to weaken them. [14] Near this set of shields is another drop location for additional Scorpions that Dalton will deliver.



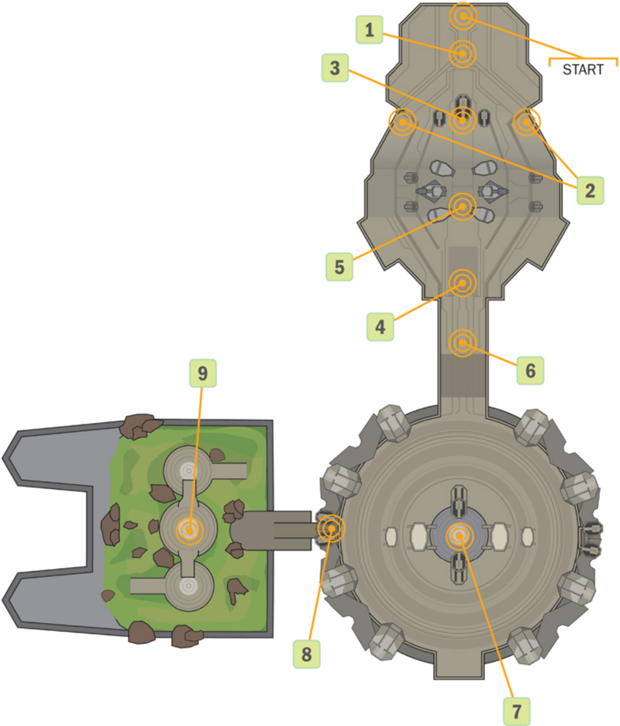


[15] It's time for a big fight. The field at the trace location is filled with all manner of Promethean and Covenant resistance. Annoyingly, Watchers factor rather heavily into the battle, as they are attempting to set up Beam Turrets throughout the area. Ghosts also try to rush your Scorpion. If you're alone, this concentration of enemies can swiftly tear up your tank if you give them too many angles from which to shoot at you. Concentrate on long-ranged wetwork. However, if you have partners in other tanks, the biggest challenge is managing to get kills before your allies do. Don't get too careless though: Knight Lancers and Commanders bring Binary Rifles and Incineration Cannons to the fight respectively, and they are capable of teleporting

behind a reckless Scorpion to deliver fatal blows.

After exhausting the repeated waves of attackers, Roland confirms that you are near the last of Halsey's relay points, and that there is no longer any doubt: Halsey has been sending transmissions from Lockup. The fight on Apex is over for now, but the fight for Halsey has only started to heat up.

Chapter Four: Revenge



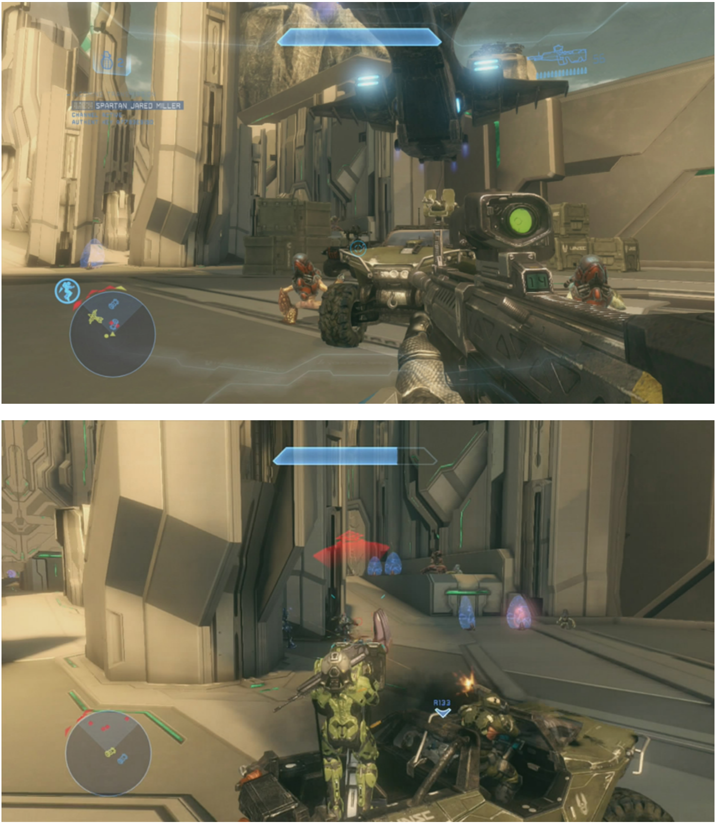
Halsey's last known location is Lockup, and the Covenant's defense of it is bound to be fanatical. Crimson isn't alone on this mission, a squad of Marines is going with the Spartans for support. Halsey must be found, regardless of her condition. The UNSC cannot afford to let her knowledge remain in the hands of the Covenant.

Your objective is as straightforward as they come: Find any and all evidence that Halsey is or was present at Lockup. If she is there, bring her back to the *Infinity* . You may have to destroy every last member of the Covenant you come across to do this, but as a member of Fireteam Crimson and a Spartan, that probably is second nature by now.

Map Location: Lockup

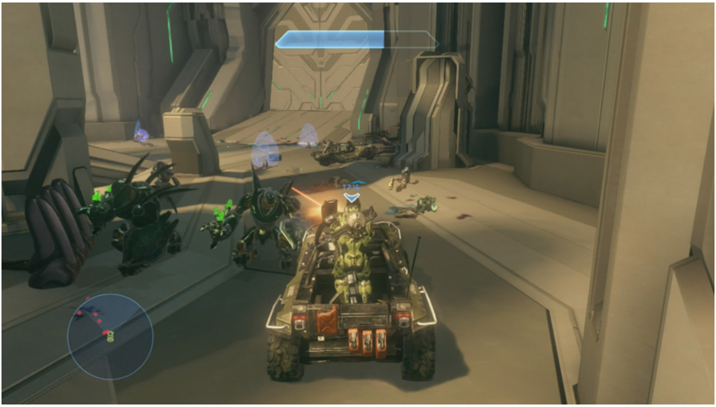
You begin next to a pair of Warthogs, and these should be your weapons of choice for the entire mission. Either with a Marine or fellow Spartan manning the guns, and some solid defensive driving, you should be able to accomplish all mission objectives. You even get Marines to help take on the mounted Machine Guns! Suffice it to say, if you lose the Warthogs, you'll have to do a lot of the ground pounding you usually do.

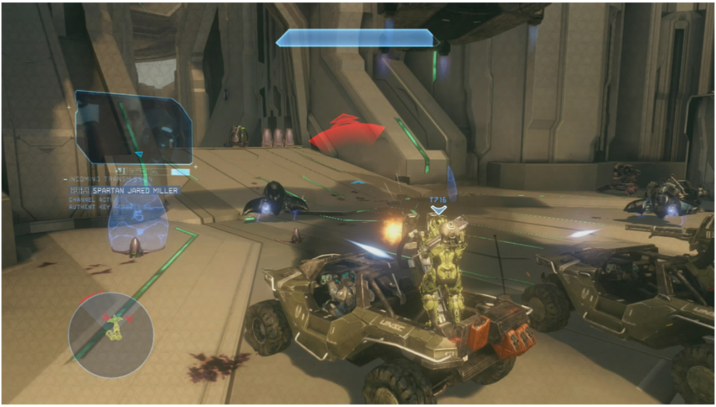
Objective One: Secure the Area



[1] You're deployed atop a landing pad along with some Marines and a pair of Warthogs. Two Grunts have the poor luck of starting very close to you with their backs turned. The more immediate threat is the two Shade Turrets pointing at your LZ [2] and the numerous other Covenant streaming in on foot [3].

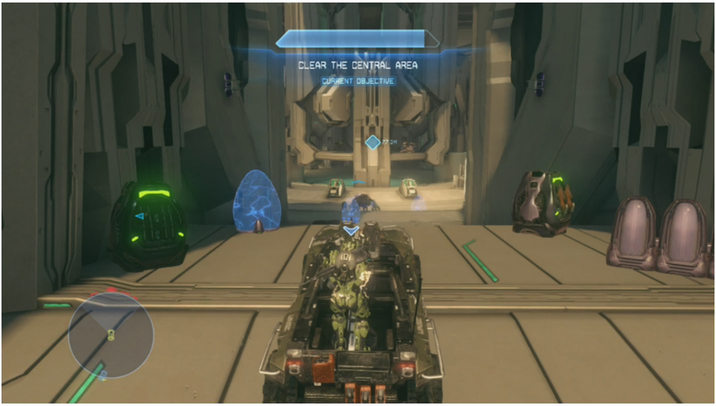
[4] Farther into the area from the LZ, another defensive position with two more Shade Turrets awaits, protecting a ramp leading up to a sealed door. Your approach to this section is complicated by a Drop Pod that deploys more troops [5] as you approach the strong point, trapping you between two sets of hostiles. A Phantom moves in and deploys in the same general position once you start to inflict casualties on the Drop Pod group, and two more Phantoms deploy troops close to the sealed door [4].

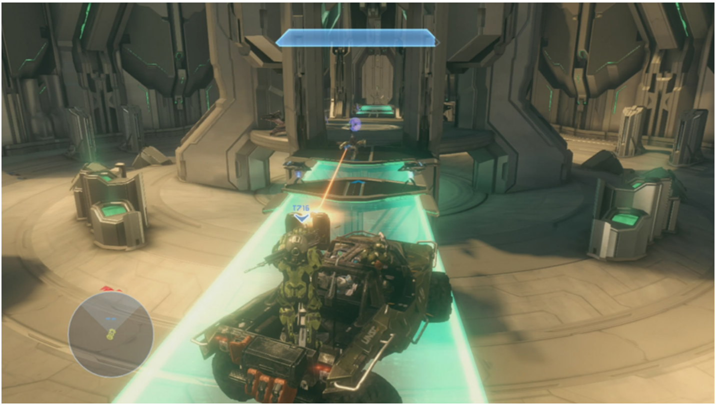




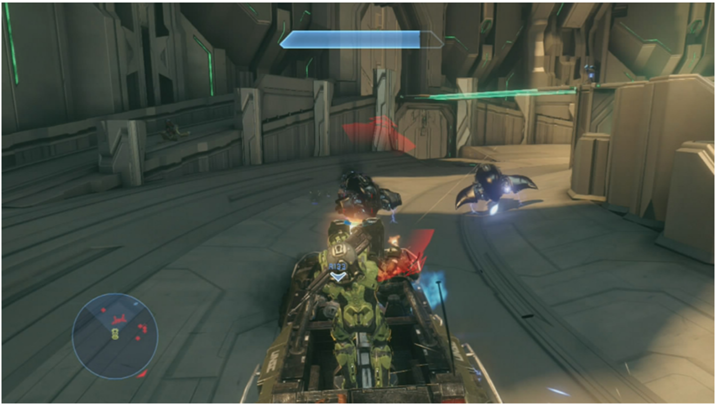
The second of these Phantoms brings a pair of Hunters to the fight. Once you finish off the enemy in this area, the sealed door [6] opens, revealing Ghosts who go on the counterattack. If you're in need of new Warthogs, a fresh vehicle is deployed close to this door.

Objective Two: Clear the Central Area



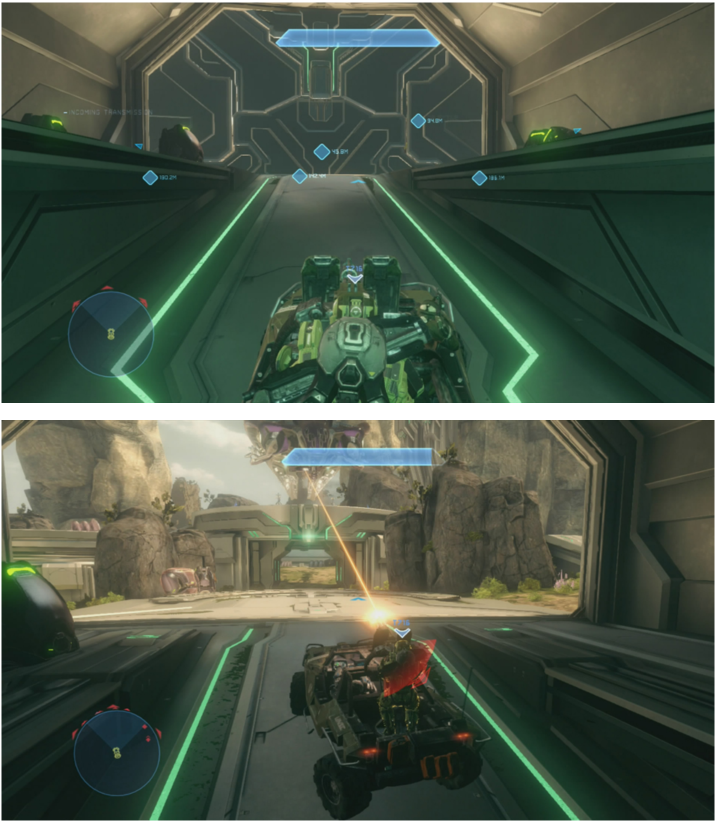


[7] Welcome back to Fireteam Crimson's old holding area! Ground troops await just at the bottom of the connecting ramp, while the central platform [8] has the threat of more Shade Turrets. If you get the chance, we recommend completely destroying these turrets as soon as possible.

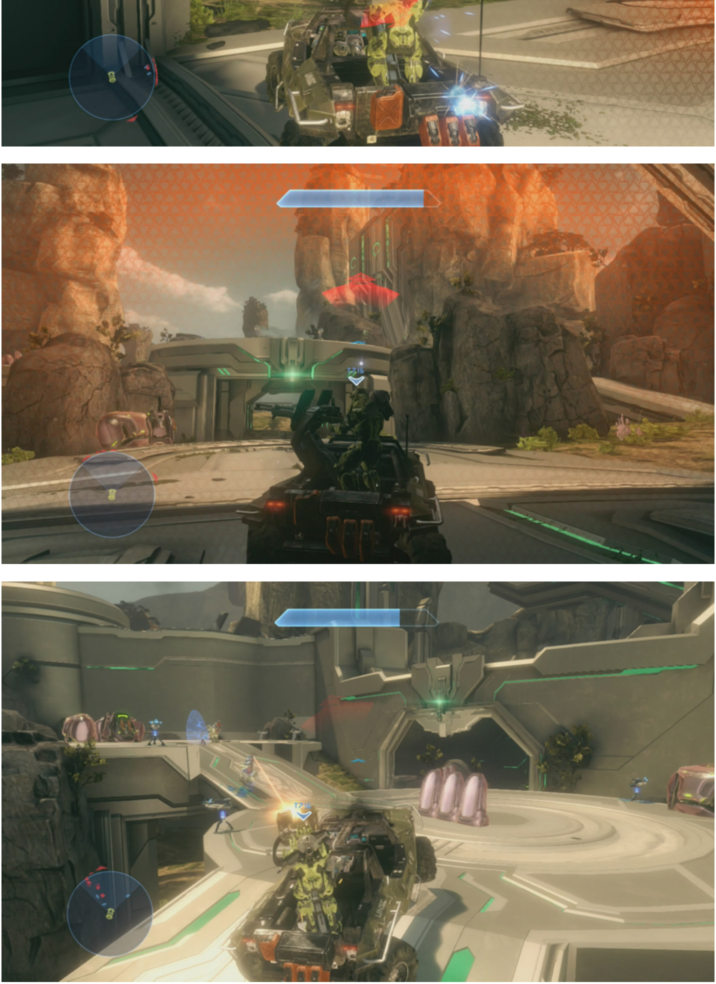


A Phantom brings more infantry and Ghosts to the central area as you start chewing through the initial defenders. Take out all of the enemies and the zone will be cleared.

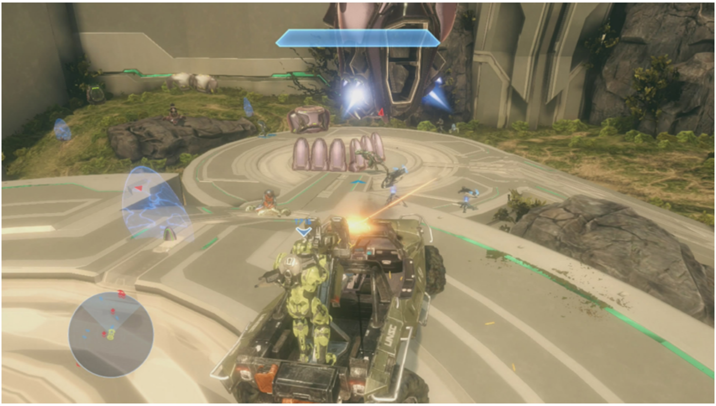
Objectives Three and Four: Investigate IFF Tags, Clear the LZ

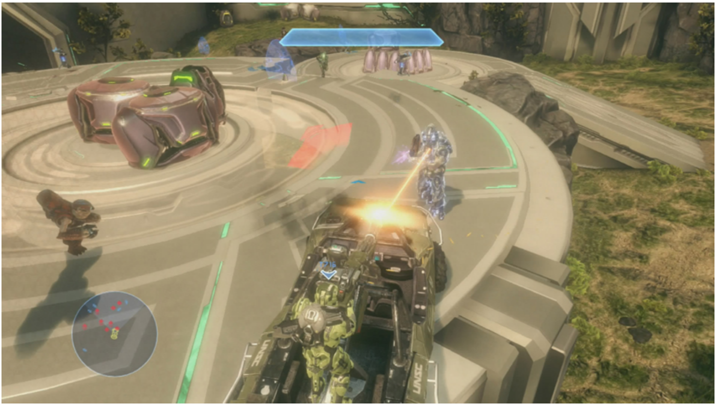


[8] Spartan Dalton detects six Marine IFF tags in another area of Lockup. A door leading to a connecting passage opens in the Central area, where a Ghost tries a surprise attack. Take it out, and push up through the passage to another sealed door that opens as you approach, revealing a whole new section of Lockup that is filled with hostiles.



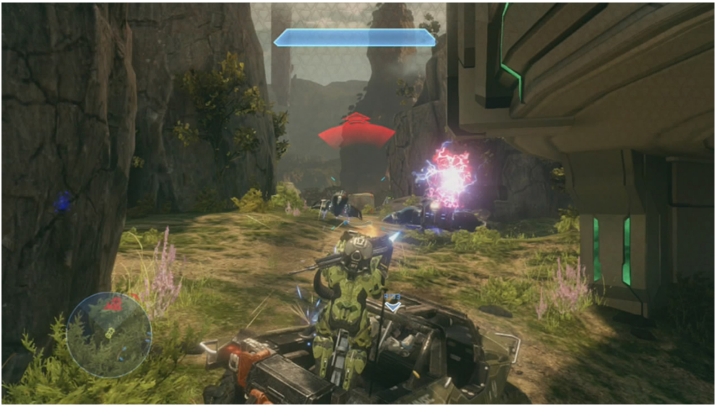
[9] The IFF signals were decoys, and the Covenant have sprung a nasty trap. The entrance to this new outdoor zone is flanked by Shade Turrets, while the three raised platforms at the center of the area have received infantry to hold the high ground and use it against you. They have access to numerous Plasma Cannons to leverage against you.

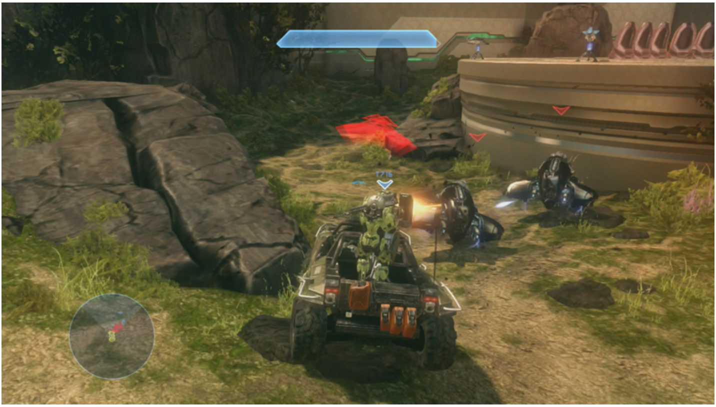




Drop Pods and Phantoms start deploying troops into the area in waves once the initial garrison has been severely weakened or destroyed. Ideally, you want to destroy all the Shade Turrets in the area, then take out the mounted Plasma Cannons to prevent them from being used against you.

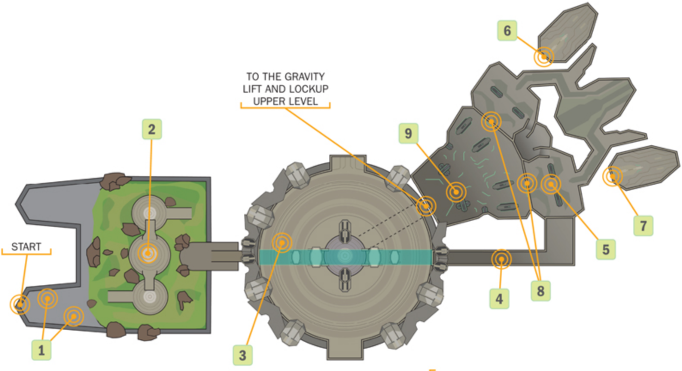
Elites are a serious threat as always, but the relatively confined space of this battlefield means that driving a vehicle like a Warthog or Ghost requires you to be aware of Elite positions in relation to you. If you're torn away from your ride by one, you've not only lost the vehicle, but you've also lost your shielding temporarily (if you don't simply get killed outright).

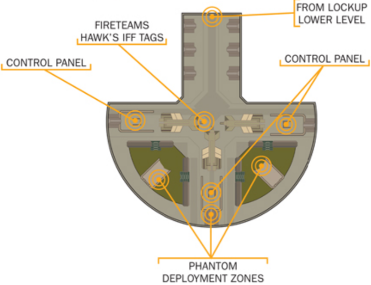




One of the Phantoms will bring a Wraith onto the field, which tends to be protected by a pair of Ghosts. After you clear this group, two Phantoms bring in a second Wraith and a quartet of Hunters. If you manage to destroy this last gauntlet, the area will be secure! Spartan Dalton comes in to deploy more support for Fireteam Crimson, but then relays some bad news: The Covenant are a little upset with your antics, and have deployed a massive fleet of ships to try to stop you. For now, the mission is over, and you have a chance to prepare yourself for one last defensive effort.

Chapter Five: The Hammer





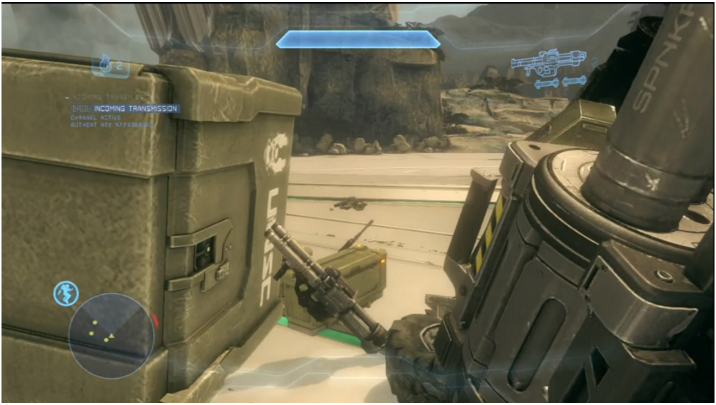
Your adventures in Lockup have taken a turn toward the disastrous, and death now rides toward your position in the form of a massive Covenant counterattack. UNSC forces have been deployed throughout Lockup to try to hold it down, but it's obvious that this is going to be a long fight against long odds.

Secure the area against the combined onslaught of Covenant and Promethean forces, while assisting any squads that need help. You'll have to fight your way into previously unexplored areas of Lockup to try to track down Halsey while the fighting rages.

Map Location: Lockup

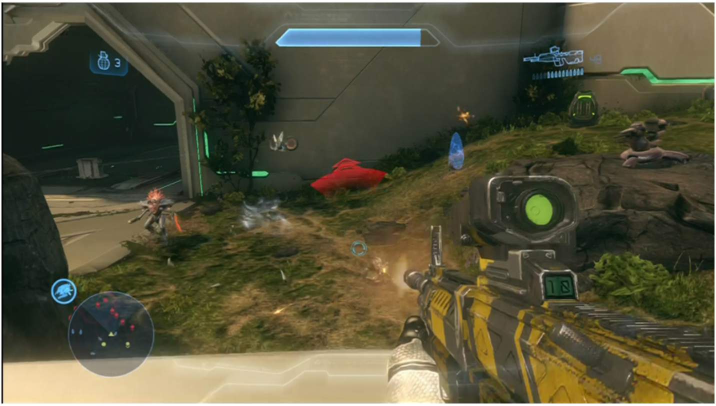
No fancy vehicles this time around. Early on, you may want to stick to UNSC weapons, but as you'll soon discover, Prometheans are the primary threat through most of the mission, and their weapons can be found on racks all throughout your combat zone. In particular, the Binary Rifle is fairly common in the hands of Knights, and it might be a weapon you will want to save up for the final battles.

Objective One: Eliminate All Hostiles



As soon as the mission begins, the two Warthogs parked in front of you get blasted to smithereens by a Phantom strafing run. It looks like the enemy might have learned their lesson about letting you keep a vehicle for too long. Snag one of the Rocket Launchers close to your starting position [1], the extra firepower can be useful. Also, ammo crates near this starting position help to top off any standard UNSC weapons at your disposal.

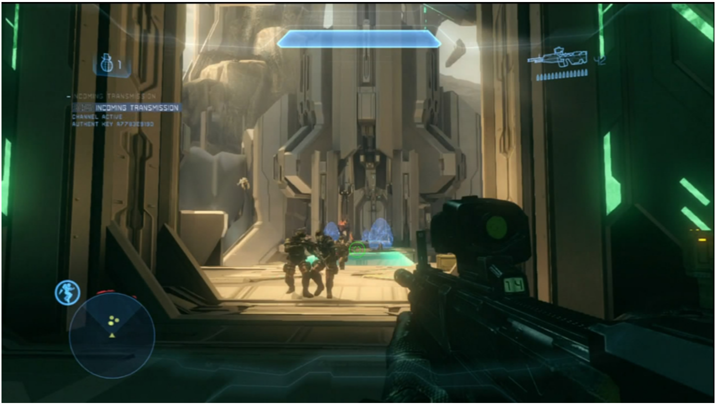
CURRENT OBJECTIVE

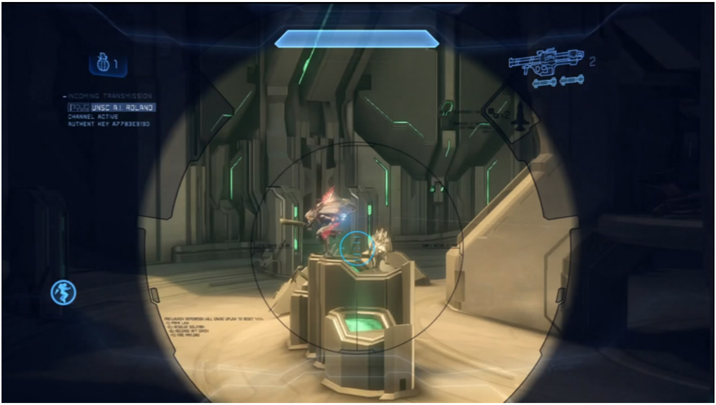


Advance toward the three raised platforms at the center of the field [2] and get ready for combat. Promethean Crawlers begin teleporting into the area. If you have taken a Rocket Launcher, try not to waste shots on Crawlers; instead save them for tougher targets like the Knights that appear once you kill enough Crawlers. After the Knights come even more Crawlers. After them, Watchers begin arriving en masse via slipspace portals, and they're accompanied by more Knights. Eventually you'll have exhausted the Promethean assault, and can turn your priorities to other parts of Lockup.

Objective Two: Rendezvous With Poker Squad

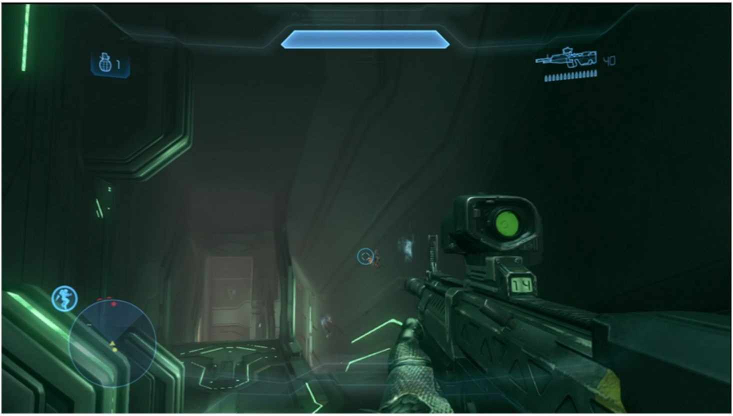
CURRENT OBJECTIVE
2



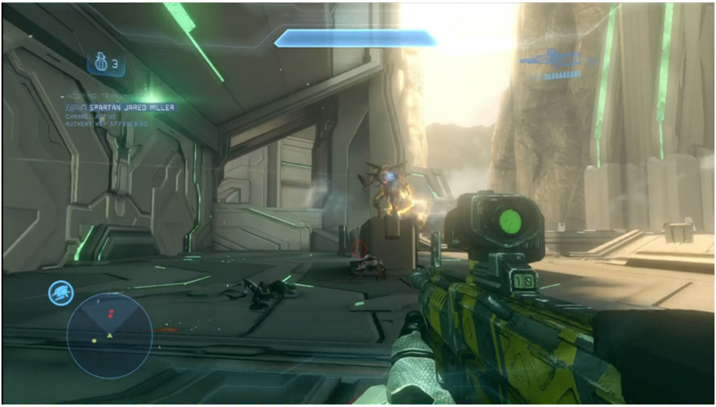


[3] While you were busy fending off the Prometheans, the Marines of Poker Squad have been fighting an increasingly desperate battle elsewhere in Lockup, one in which you can now help turn the tides. Follow the waypoint to the sealed door that will take you back to the central area. The Marines are on the other side of the door, while Promethean Knights close in. Take out all hostiles while defending Poker Squad. During this fight, Roland and Miller discuss the presence of IFF tags belonging to another team of Marines, call sign Hawk Squad, wandering the battle zone, apparently unassigned to the mission and in the same location that Halsey is believed to have been transmitting from. Clean the area up of Prometheans as quickly as you can, then prepare to get moving.

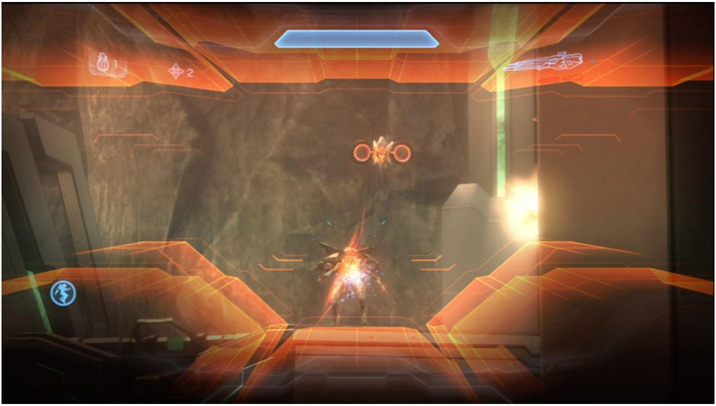
Objectives Three and Four: Locate Hawk Squad, Eliminate All Hostiles



[4] You'll have to take the corridor connecting the central area back to the outer landing pads. Expect Crawlers to try to ambush you from the walls.



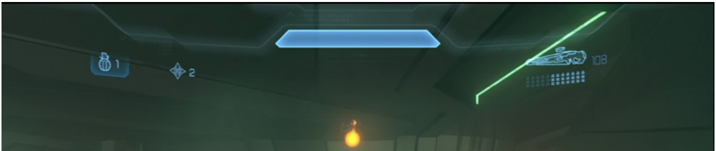
HOLD ⓧ TO PICK UP BOLTSHOT
HALO
14

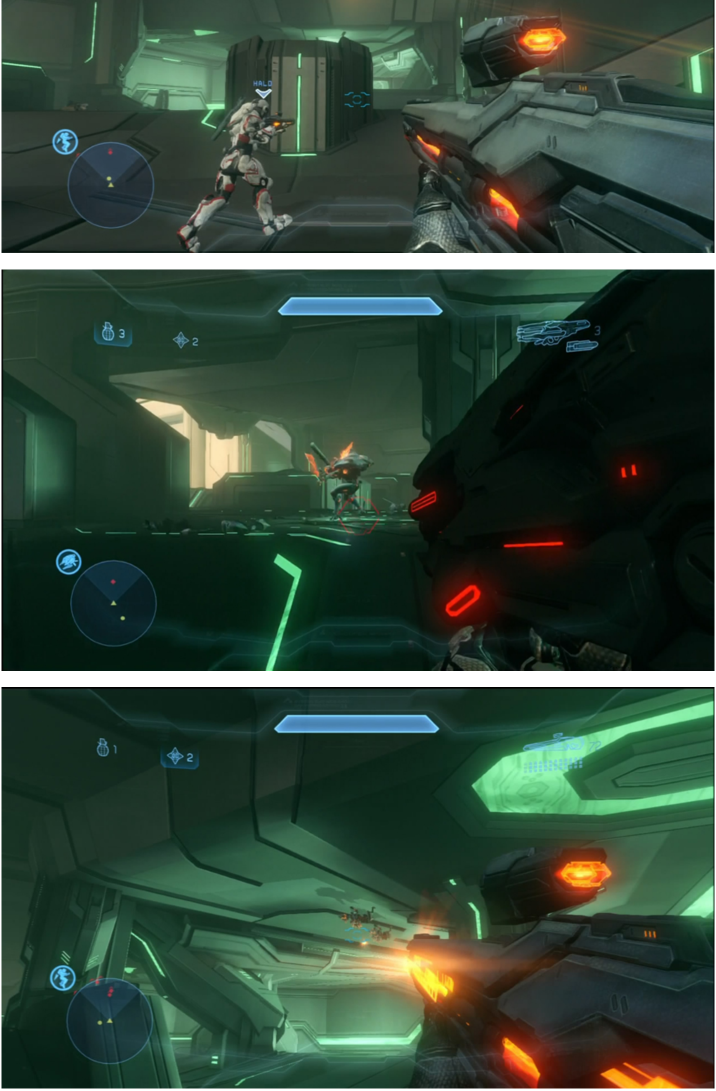


[5] You're accosted by a pair of Knights and pack of Crawlers as you exit the tunnel. As you deal with them, Watchers begin to flood into the local airspace via portals. Be on the lookout for Knight Lancers teleporting into the area, as they have a nasty habit of sniping you with Binary Rifles while you are distracted by the Watchers. At the same time, you can't really ignore the Watchers, as they can complicate things by bringing dead Knights back to life or summoning more Crawlers. Watch your motion sensor for indicators to show up, then scan in that direction visually. This way, you might be able to catch the Lancers before they snipe you. Expect a pair of Lancers to teleport onto the outer platforms [6] [7] throughout this encounter.

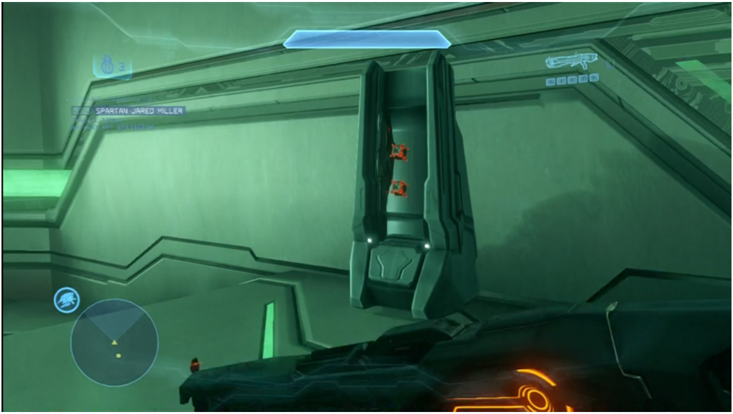
Tip

If you can get your hands on a Binary Rifle, it can be useful for taking out the Watchers swiftly.





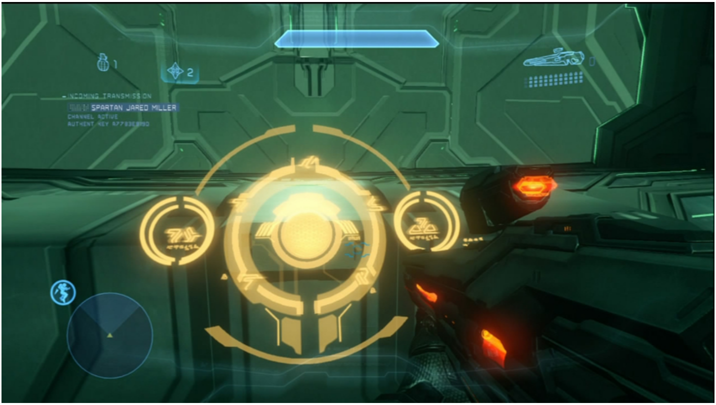
[8] Two of the large sealed doors open up after the forces on the outside are dead. Inside the unlocked room is another swarm of Crawlers. As you clear the area, Roland runs a remote scan of a nearby terminal that may grant access to a new area, but just as he completes the scan, more Prometheans begin teleporting into the area.

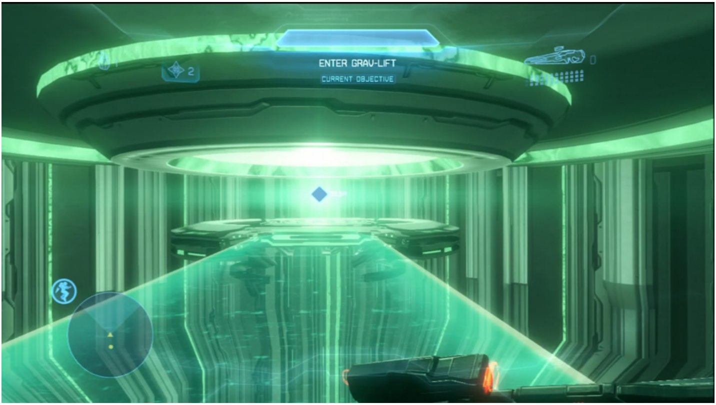


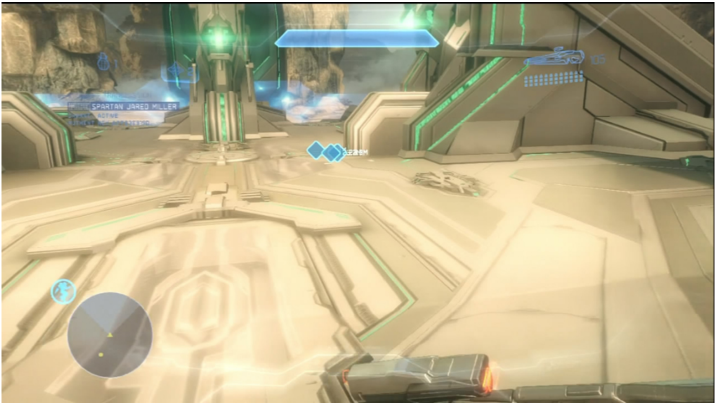
Tip

You can get an Incineration Cannon from weapon racks inside this chamber [9]. It can be quite useful during this section.

Objectives Five, Six and Seven: Activate Grav-Lift, Enter Grav-Lift, Investigate IFF Signals







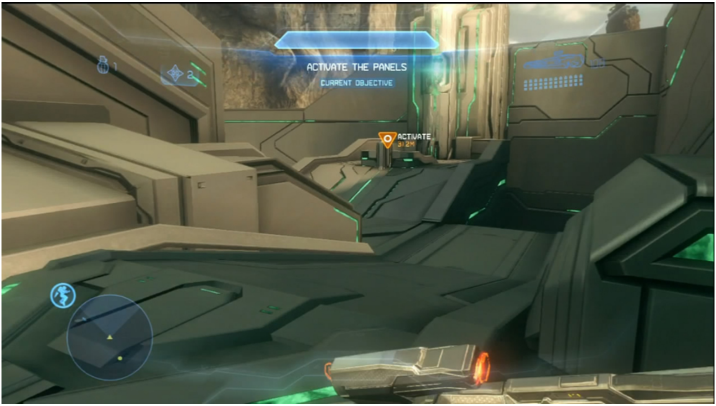
[9] With the room cleared, it's time to access the terminal Roland scanned. This opens the door behind the terminal and grant you access to the grav-lift. It takes you up through the central area to reach another large platform suspended over it. This is where Fireteam Hawk's IFF tags can be found. Pick up the tags when prompted to hear the Marines' final moments.

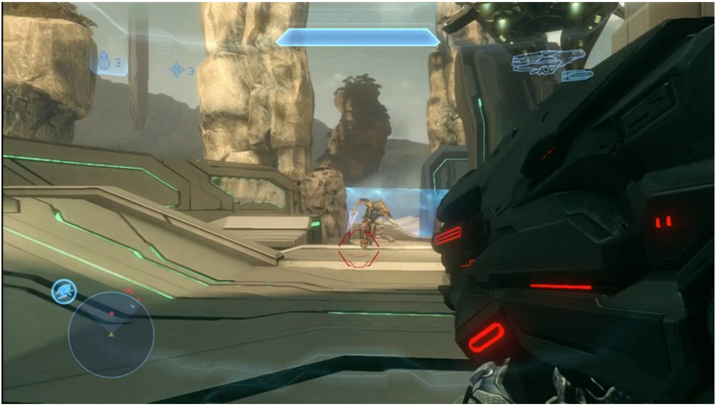
Tip

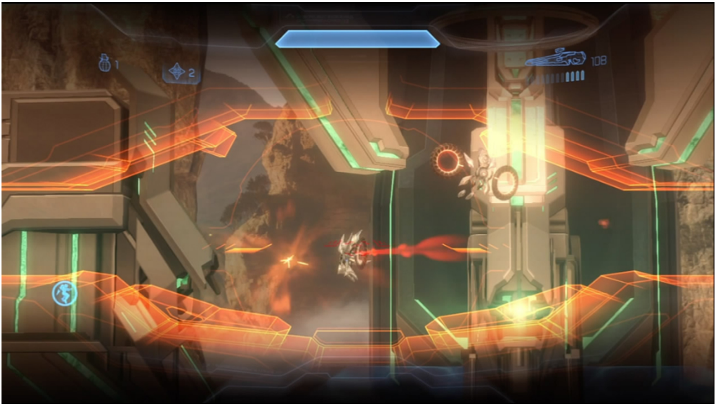
Explore this area thoroughly! There are numerous weapon racks filled with Promethean weapons. You'll want to know these locations, as you've entered a kill zone, and you don't want to stumble around looking for ammo or weapon racks during combat.

Crawlers suddenly teleport into the area shortly after Roland concludes his analysis of the tags and Halsey's transmission.

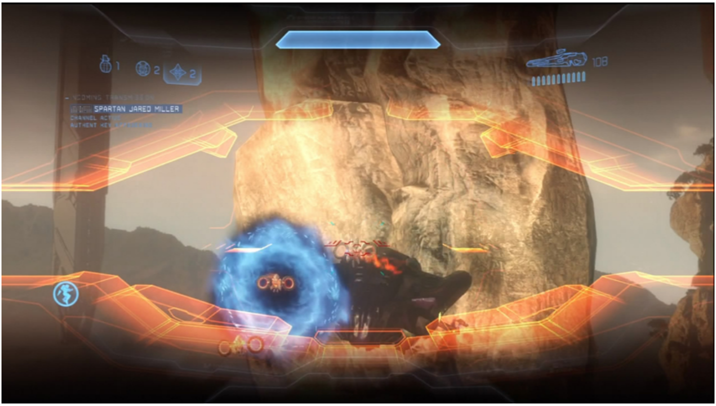
Objectives Eight and Nine: Activate the Panels, Examine Forerunner Hologram

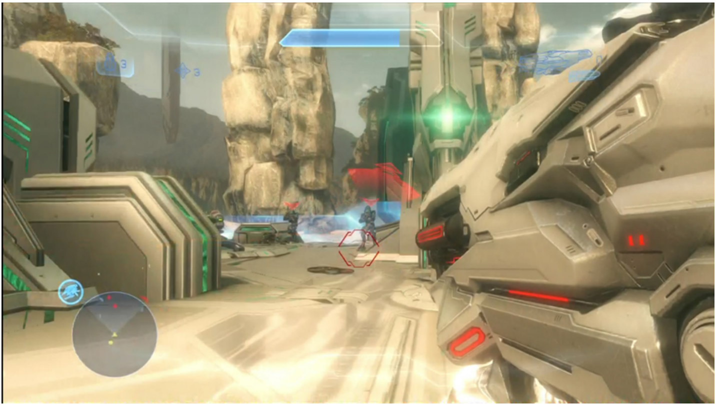




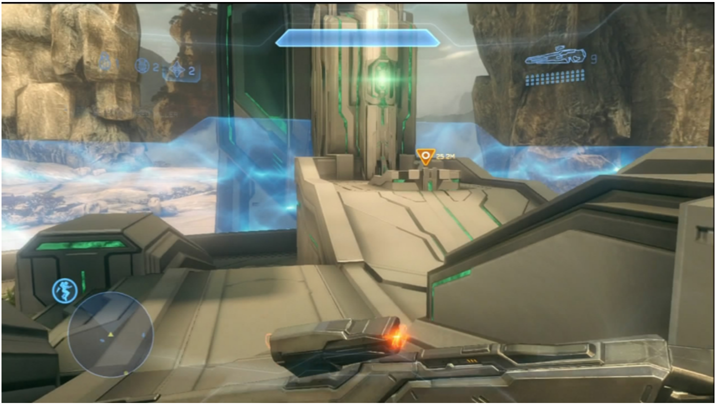


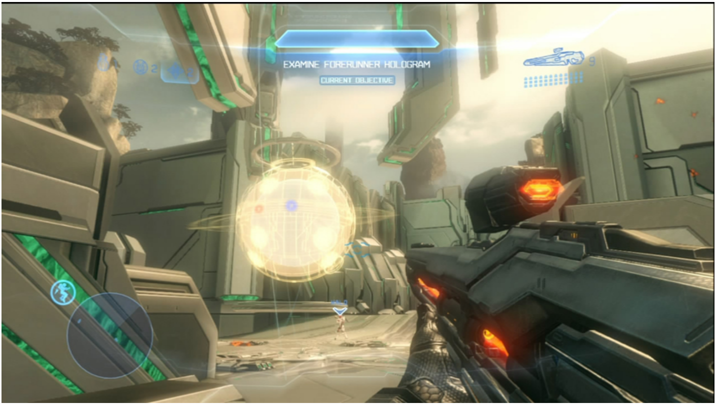
After clearing out several Crawler waves, a control panel is marked on your HUD and you're ordered to use it. Not even Roland can guess what the panel actually does besides rearranging some of the scenery, but he does know that the Covenant and Promethean response is on the way. A Phantom drops off a horde of infantry, while Watchers begin teleporting into the area.



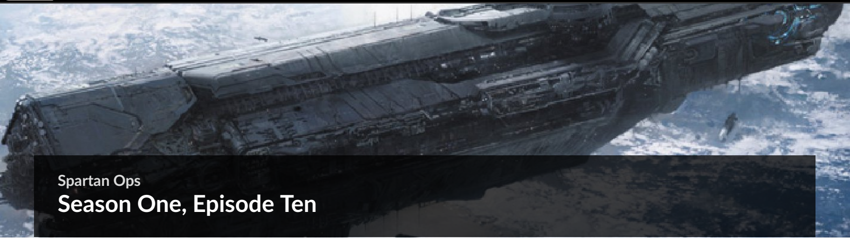


When the area is clear once more, another panel is marked for you to interact with it. More Watchers and Phantoms full of Covenant rush into the area to confront you.





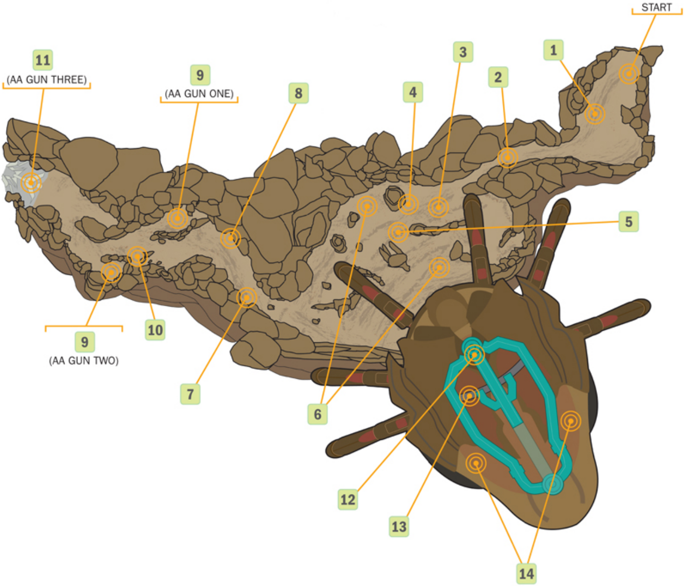
When that wave is gone, a third panel is marked for you to use it. This activates a Forerunner hologram that you're ordered to inspect. While it is unfortunate that Dr. Halsey could not be recovered from Lockup, the hologram itself is a vital find—one that might be able to solve more than a few problems for the UNSC forces. The mission is not necessarily accomplished, but you've done what you can for today. Hopefully Halsey can hold out just a little while longer. It's obvious the Covenant are trying to



Spartan Ops

Season One, Episode Ten

Chapter One: Artifact


START
1
2
3
4
5
6
7
8
9
(AA GUN ONE)
11
(AA GUN THREE)
9
(AA GUN TWO)
10
12
13
14

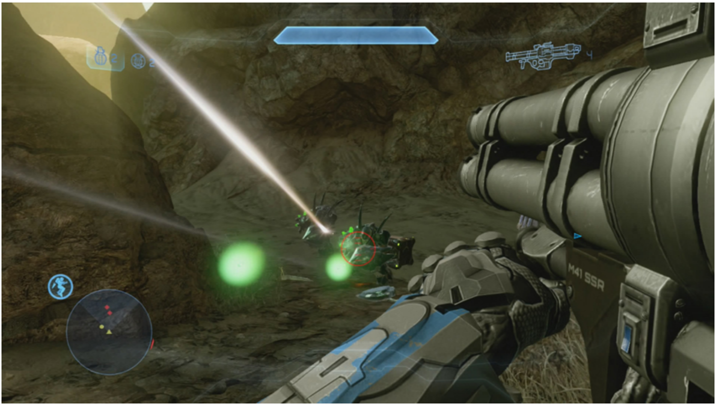
Things have not gotten better despite the string of defeats you've delivered upon the Covenant. If anything, things have only managed to get worse. Requiem is on a collision course with its sun, which will claim the USNC *Infinity* crew as casualties of very grim physics. Fireteam Crimson and Majestic are sent to the Harvester to recover an artifact that will hopefully make things right before it's too late.

As bad as the situation is, do not rush headlong into danger recklessly. Fight your way through the Covenant defenses to reach the Harvester, then clear an air corridor to allow for an air strike that will breach its defensive shielding. The Harvester must be reactivated to recover the artifact that may save Requiem and the *Infinity* .

Map Location: Harvester

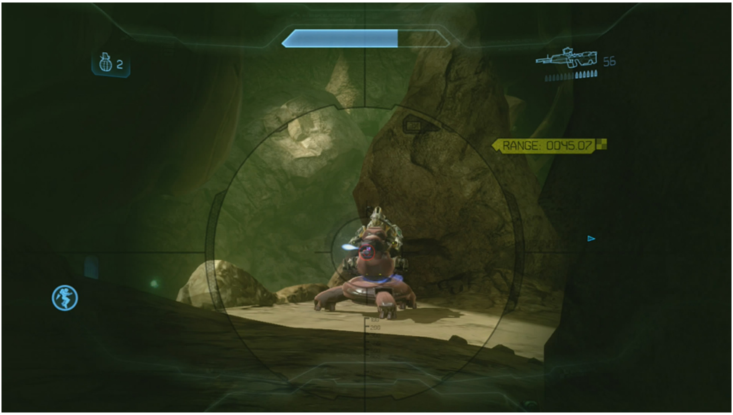
Power weapons are the order of the day here. The Rocket Launcher is provided through ordnance drops during the mission and proves valuable against Hunters and AA guns. The Fuel Rod Cannon can be found on weapon racks and in the hands of the Covenant. Smart use of these weapons means you can stay well stocked throughout the mission, supplementing your favored primary weapon of choice.

Objective One: Proceed to Coordinates

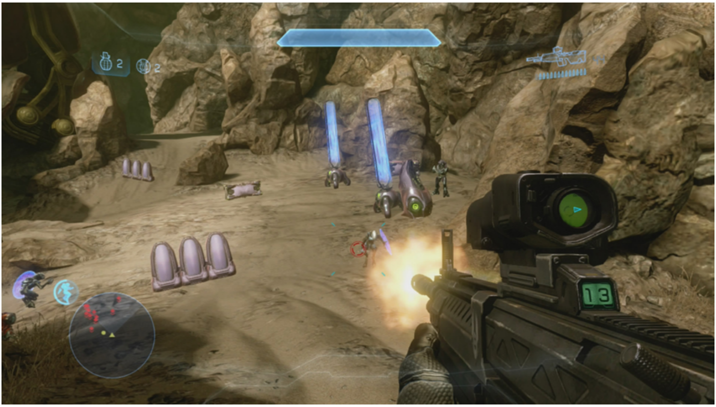


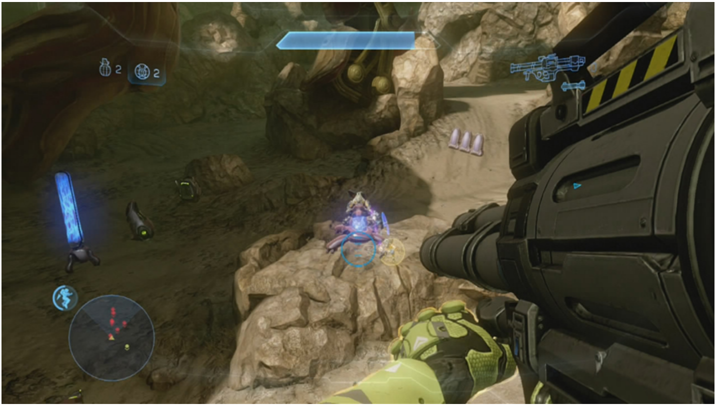
As soon as you are deployed, you are attacked by a Covenant squad that includes four Hunters [1]. This is a good start to the episode and mission! Shortly after contact with the enemy is made, Rocket Launcher ordnance drops are made available to help you turn the tide. Lt. Murphy and his Pelican stick around to provide some fire support.

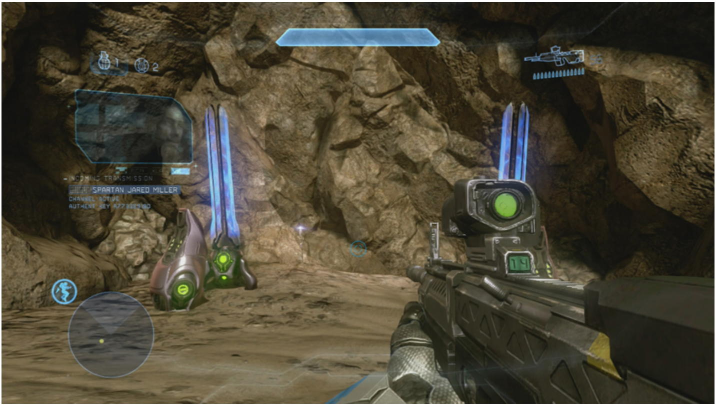
[2] Watch out for Jackal Snipers as you advance down this path toward the coordinates, in addition to the other Covenant forces along the way.


2
56
RANGE: 0045.07

[3] A Shade Turret greets you as you enter the valley in front of the Harvester. If you still have rockets, it's not a waste to use one on the turret.






1
2
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY
14

[4] The valley itself is full of Covenant defenders. Clear them out before proceeding to the designated coordinates. Another Shade Turret can be found close to the first [5]. When you do arrive at the coordinates, you find that sadly there's little of apparent value.

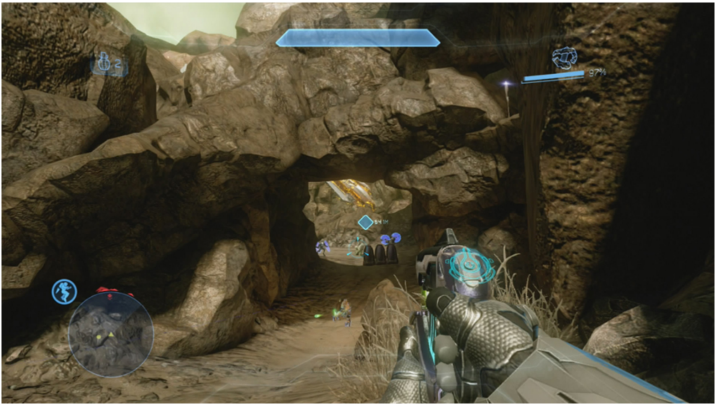
Objective Two: Eliminate Hostiles

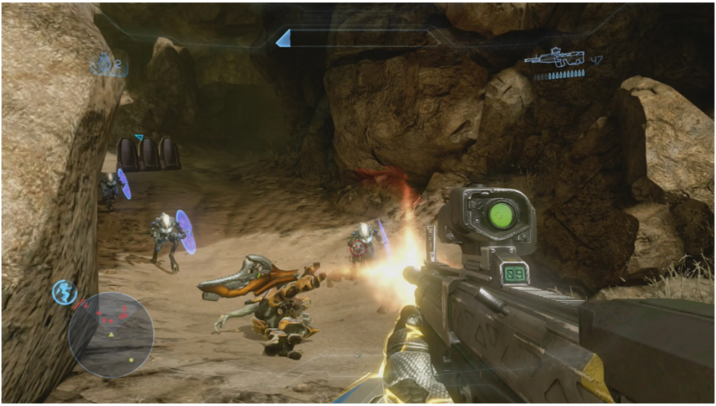
SPARTAN JARED MILLER
28
07

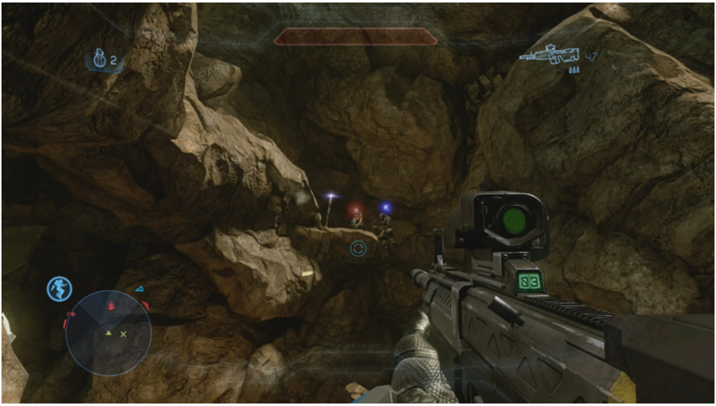
2
97%
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7793E9190

So you didn't find anything of value, but you did trigger a Drop Pod ambush [6]. Your goal now is to take down these enemies, then find a way back into the Harvester to use its firepower against that stone wall. This can be a vicious wave of hostiles to fight, expect Beam Rifles and Fuel Rod Cannons to be pointed in your direction for this fight. Once you clear the zone, you discover that a shield is preventing access to the Harvester's inner workings.

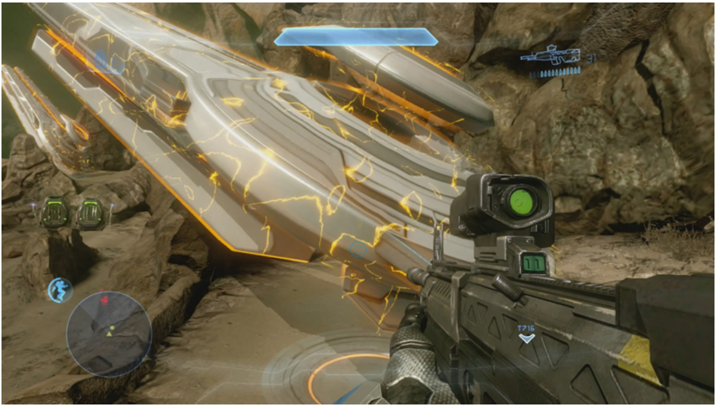
Objective Three: Destroy the AA Guns

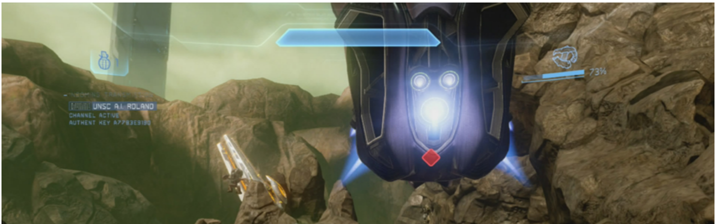


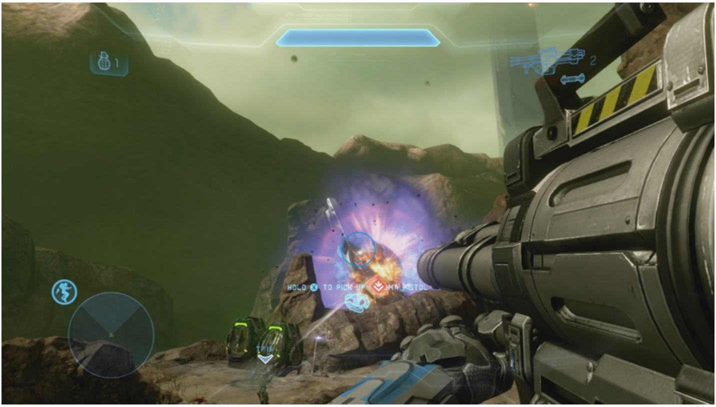




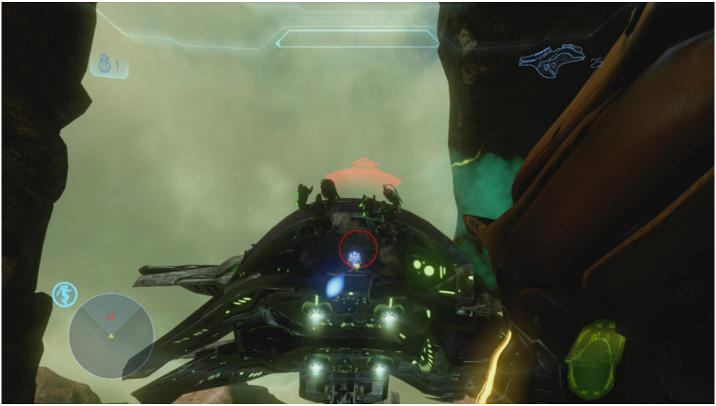
[7] Air support is called in to destroy the shield, but the Covenant have anticipated this and have set up an anti-aircraft battery farther up the mountain. A Phantom deploys a guard unit near the guns, while another squad tries to block you from proceeding closer to the guns. Be especially careful of Jackal Snipers trying to get the drop on you from elevated positions [8].




1
INCOMING TRANSMISSION
UNSC A.I. ROLAND
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
73%

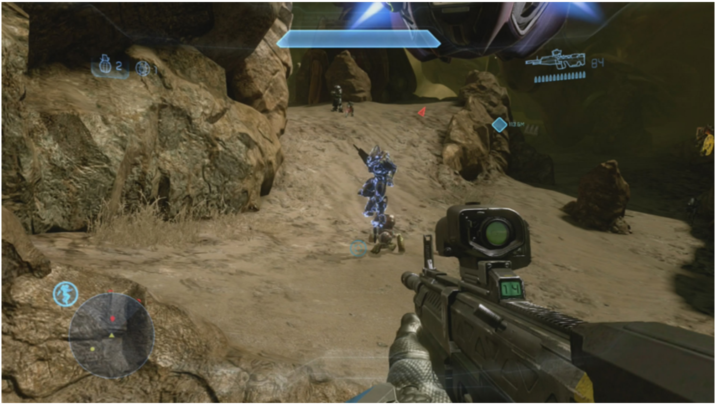

1
2
HOLD ⊗ TO PICK UP PLASMA PISTOL

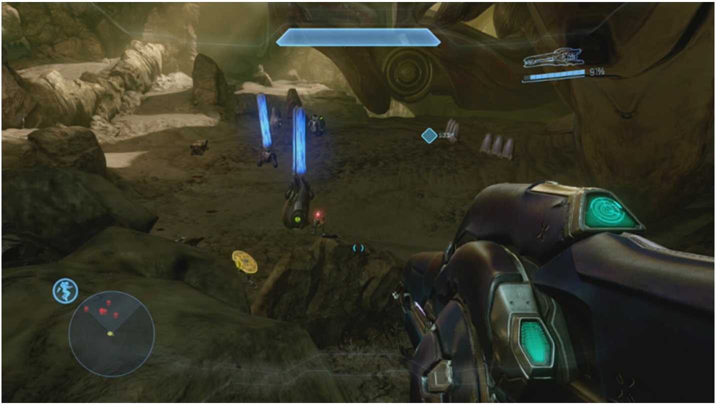
[9] The AA guns appear to be shielded, and a Drop Pod deploys more troops nearby to keep you busy while Roland figures out a solution. After he manages to disable the shields, Roland sends more Rocket Launchers your way to help facilitate destroying the AA guns. It takes three rockets to bring down a gun. Afterward, we recommend hoarding as much extra ammo for the Rocket Launchers as you can manage. You can also find a weapon cache filled with Fuel Rod Cannons near the second gun [10].



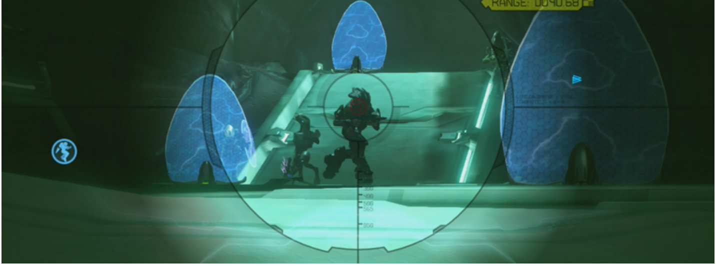
[11] The third AA gun is at the top of the ridge, but its shields are still up. A Phantom flies in to deploy a pair of Hunters. After you take out the Hunters, Roland will take out the last AA gun's shields, and you can destroy it.

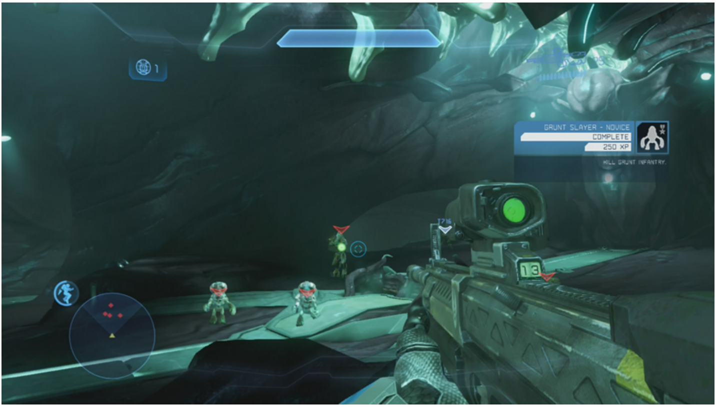
Objectives Four, Five, Six, and Seven: Reactivate the Harvester, Eliminate Hostiles, Free the Scientists, Proceed to Coordinates

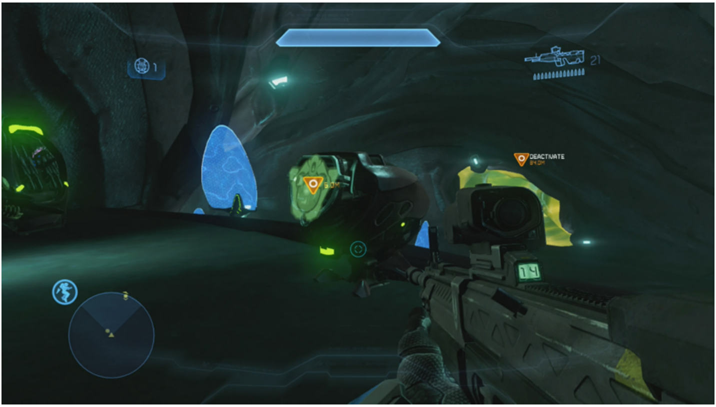




You are now ordered to return to the Harvester, but the Covenant are not about to let this go unchecked. A Drop Pod deploys more hostiles near where the first two guns once stood [9]. After dealing with them and proceeding farther down the path, another Drop Pod tries to cut you off with more troops [7]. Another pack will try to fall back closer to the Harvester itself. Once the area around the Harvester is cleared, Lt. Murphy performs an air strike on the shield.


RANGE: 0040.68


GRUNT SLAYER - NOVICE
COMPLETE
250 XP
KILL GRUNT INFANTRY.
13

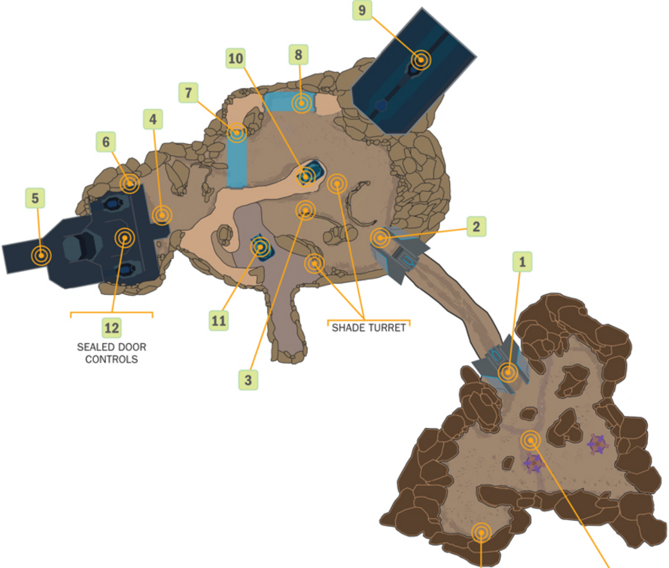

21
DEACTIVATE
14

[12] The Covenant are lying in wait inside the Harvester once again, so expect a spirited defense. Not only are they guarding the Forerunner vessel, but they also have a cadre of scientists being held in a makeshift holding cell [13]. You're ordered to put down the enemy so you can extract the scientists. With the Harvester clear, controls to deactivate the shields holding them prisoner are indicated on the HUD [14], and you'll need to use both consoles to free the civilians.

1
INCOMING TRANSMISSION
UNSC A.I. ROLAND
21
14

The scientists relay bad news: The Covenant wanted them to reactivate the Harvester, but it's not possible with a fried power source. You're given a set of coordinates inside the Harvester to investigate the problem. Roland does know where it may be possible to find a replacement power source, but as usual, it's nowhere close to where you really need it to be, and it most definitely will be found behind a large force of Covenant and Prometheans. Proceed to the indicated evac zone so you can head to your next mission.

Chapter Two: In One Way


9
10
8
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4
6
5
2
1
12
SEALED DOOR CONTROLS
11
SHADE TURRET
3

START
COVENANT FORCE

The power source needed to repair the Harvester is believed to be located at Apex, but the current situation means that a direct insertion is impossible. Instead, Fireteam Crimson is sent to the Warrens, where they are to proceed on foot through a passage that will lead them to Apex. The Covenant are ready to fight to the death to prevent this breakthrough, and have set up defenses throughout the surface and underground areas of the Warrens.

The Covenant know that by standing their ground to fight you, they are sentencing themselves to death one way or the other. Expect their fanaticism to be at its peak. Fight your way from the surface of the Warrens to the underground cavern. Your goal is behind the security door at the very back of the underground area.

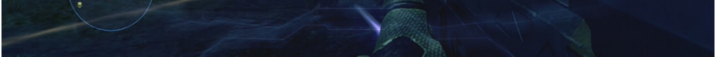
Map Location: Warrens

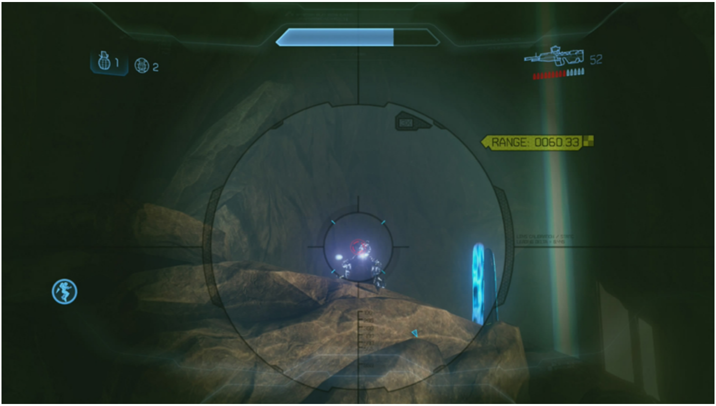
Take a Jet Pack, if nothing else. By now you should be very familiar with what weapons will work best for you throughout an entire mission. The Jet Pack is best way to make navigating the Warrens much easier. During the later sections of the mission, you have the opportunity to stock up on Binary Rifles, so the Ammo upgrade isn't a bad idea to have in your loadout either.

Objectives One, Two, and Three: Proceed to Entrance, Enter Warrens, Get to Back Entrance

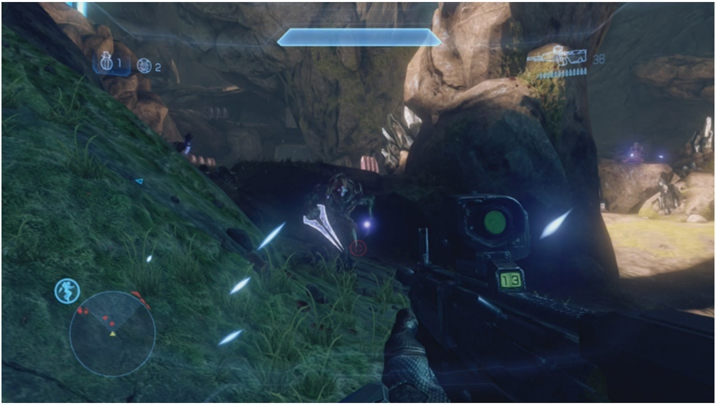
You start fairly close to the designated Warrens entrance, but the Covenant have a significant guard force in place to deny you access. Watch out for the guard platforms hovering throughout the area, Jackal Snipers can and will use these elevated positions against you. One idea is to let the snipers take these posts, ensuring that you know where they are before you kill them. Air support is called in to assist you, but it will take time to arrive.

Complications start immediately. The Warrens entrance [1] seems locked down tight, and both Roland and Miller ask for you to hold the area while they work out a solution. Finish off any stragglers, and after Roland remotely hacks the door, you're asked to give the controls a shot.

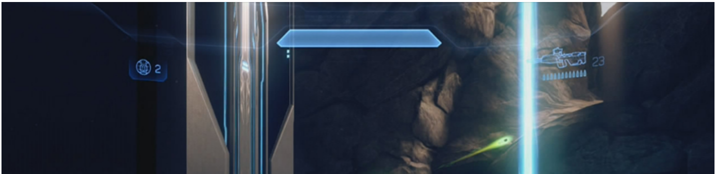


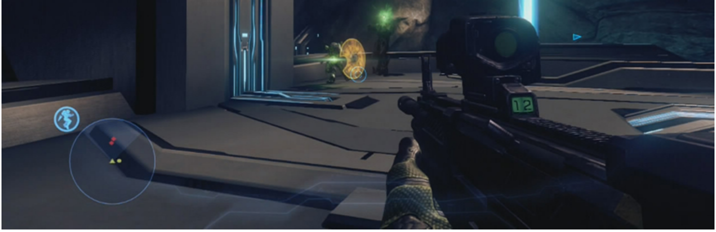

1
2
52
RANGE: 0060.33

The door opens on the first try, and a new waypoint appears on screen. Follow the cave into the Warrens [2], where another Covenant force awaits. Don't rush out recklessly; in addition to the ground troops there are Shade Turrets in the area covering the access tunnel. Do what you can to take out the enemy from the safety of the smaller cave before pushing farther into the larger underground area.



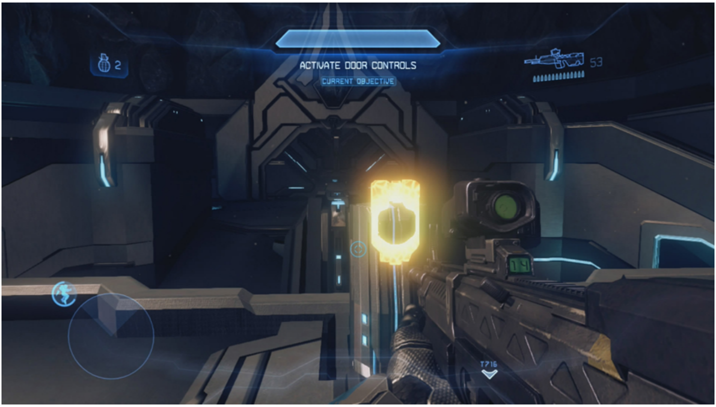
[3] As you deal with the first Covenant group inside the Warrens, you're told that you need to get to the back entrance of the caves. You can expect Elite Zealots to be among the hostiles. If you've brought a Jet Pack to the fight, you can use it to flank the enemy and maybe even use one of the Shade Turrets on the upper ledges, but be wary of snipers and Fuel Rod Cannon users.

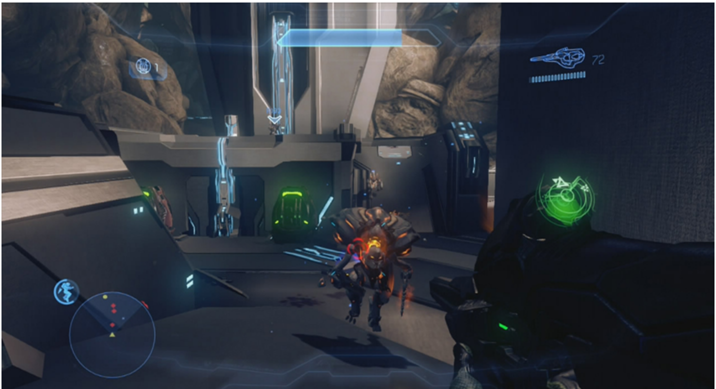


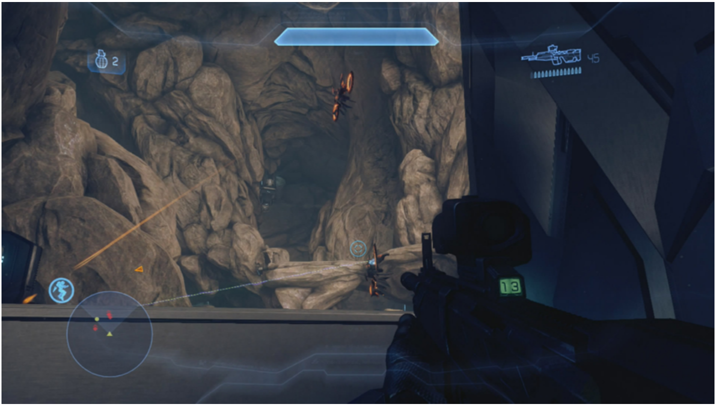


[4] The indicated entrance also has a sizable guard unit protecting it. Expect more Fuel Rod Cannon users among these troops.

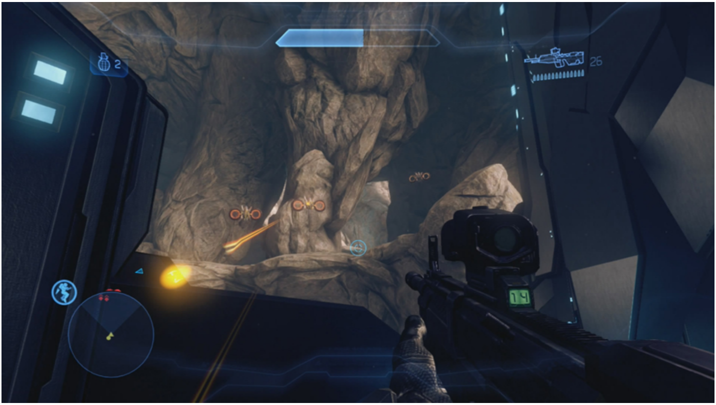
Objectives Four, Five, and Six: Activate Door Controls, Activate Light Bridges, Reach Upper Ledge

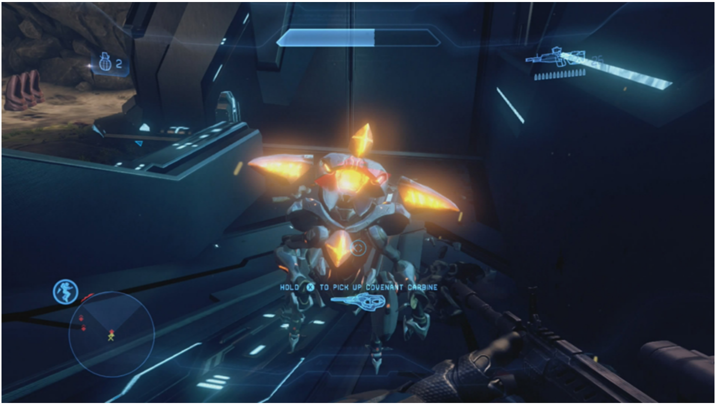

2
ACTIVATE DOOR CONTROLS
CURRENT OBJECTIVE
53
14

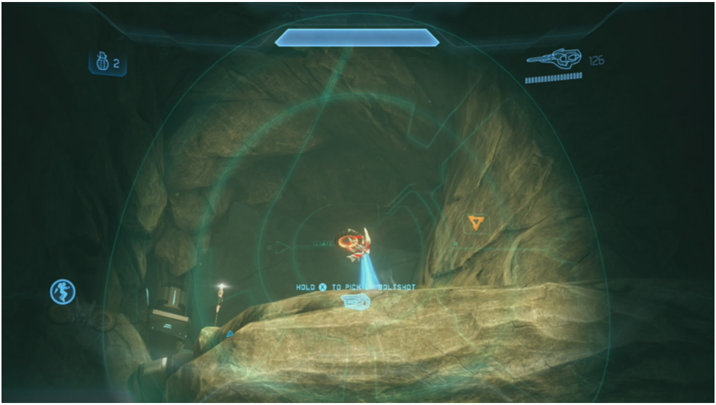




[5] The door is sealed shut, but the Covenant still have controls in the area that can open it. When you approach the controls, they vanish before your eyes, and are replaced by a mob of Prometheans that teleport into the area. After you take them out, a solution is discovered for the door problem, but you need to get closer to some tech that is elsewhere in the caves, and to do that you must activate the light bridges found inside the cavern at an indicated control panel [6]. Watchers begin teleporting into the area to run interference.



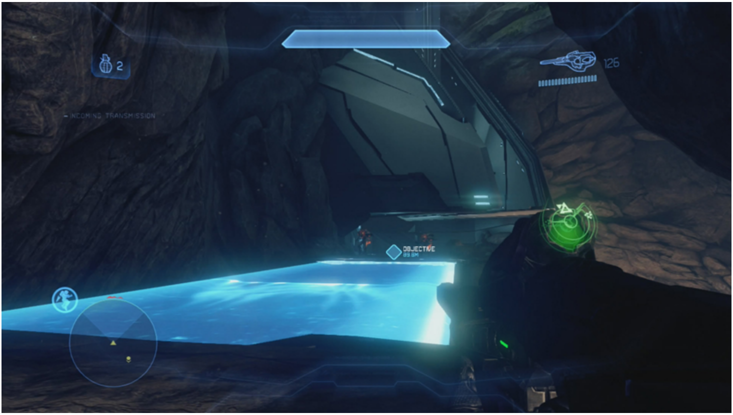

2
HOLD ⓧ TO PICK UP COVENANT CARBINE


2
126
HOLD ⓧ TO PICK BOLTSHOT

With the light bridges restored, you'll have to fight your way to the upper ledges of the Warrens. More Watchers arrive on the scene to continue making life difficult for you, while Crawlers rush you from the ground. While there are a number of ways to access the upper paths, the Jet Pack can make the climb go faster. Advancing can be frustrating, as the Watchers have a tendency to try to revive fallen Prometheans, and there's a lot of terrain for them to hide behind.

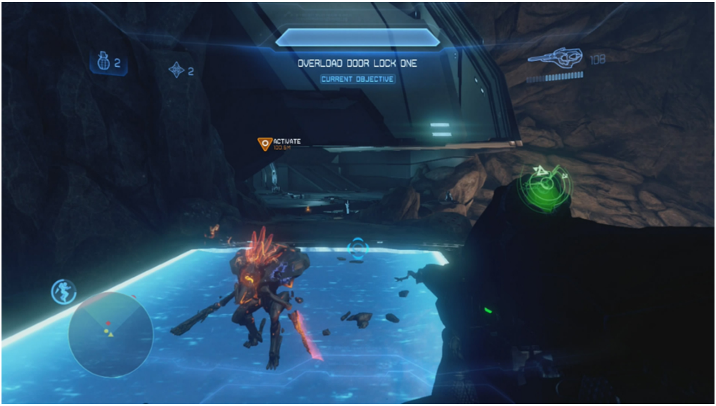
Tip

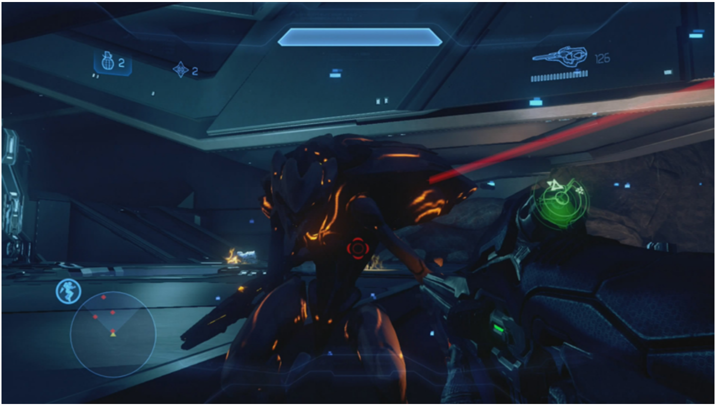
Among the Crawlers are Crawler Snipes. Their Binary Rifles are dangerous to be up against, but if you can take one for yourself, they can be extremely effective as you close in on the next waypoint.

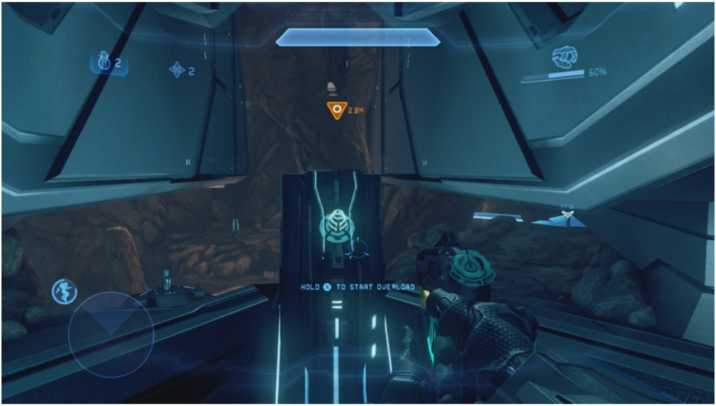

2
INCOMING TRANSMISSION
126
OBJECTIVE

[8] This encounter deserves some extra recognition. As you cross the final light bridge to the designated waypoint, a pair of Knight Lancers with Binary Rifles teleport onto the bridge. Don't stand your ground to try to outgun them both, fall back down the ramp toward the first light bridge [7] and use the rock pillar next to it as cover. If you have managed to get your own Binary Rifle, you can deal with them one at a time.

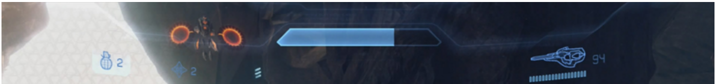
Objectives Seven, Eight, and Nine: Overload Door Lock One, Overload Door Lock Two, Overload Door Lock Three

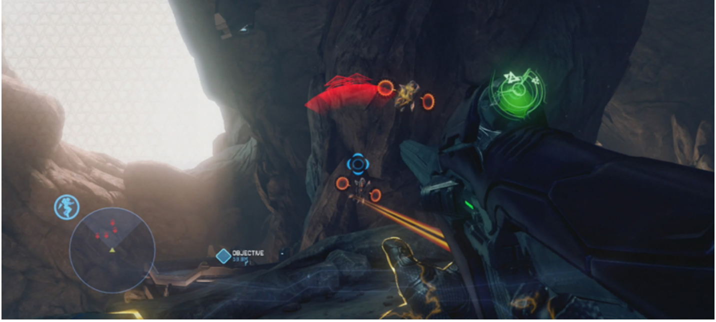

2
2
OVERLOAD DOOR LOCK ONE
CURRENT OBJECTIVE
108
ACTIVATE

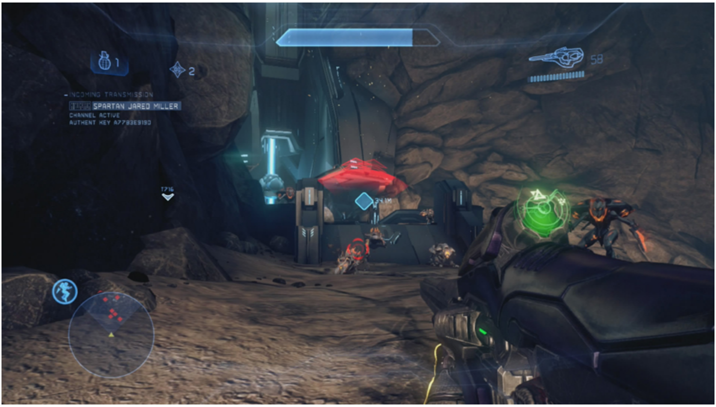



2
2
60%
2.8M
HOLD Ⓧ TO START OVERLOAD

[8] To get the sealed door open, you'll have to overload a series of door locks. The first is on the upper ledge structure and protected by more Prometheans. Once it's cleared, use the controls at the waypoint to begin the process.

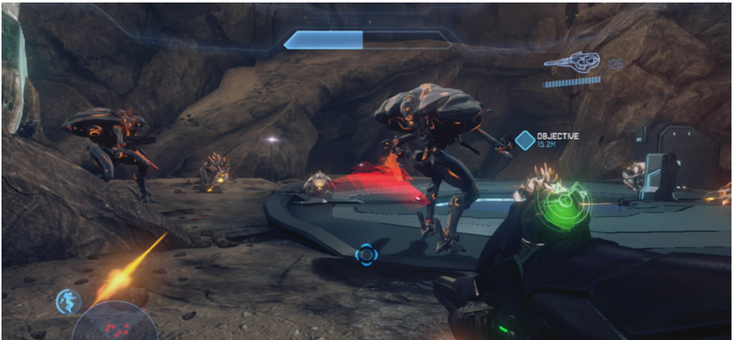






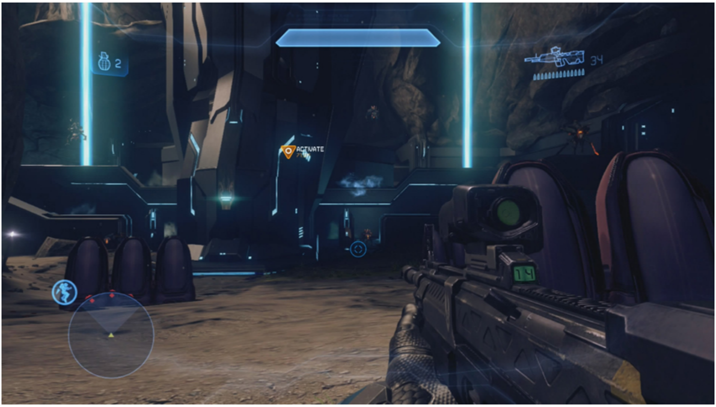
-INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190

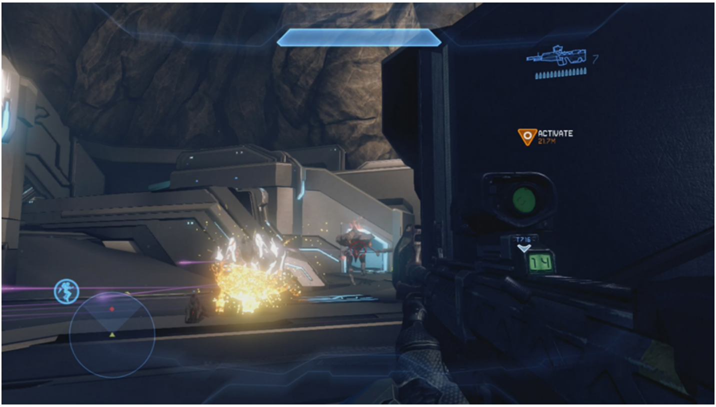
[9] You then need to cross over to a smaller ledge across from the first lock to reach door lock two. Watchers swarm in to interfere with your progress. As you get closer to this control, another group of Prometheans teleports into the area.


126
OBJECTIVE
15.2M

[10] The third door lock can quickly be reached from the second with the use of the Jet Pack, but as with the previous two locks, this triggers a Promethean ambush that you don't want to start fighting from within it.

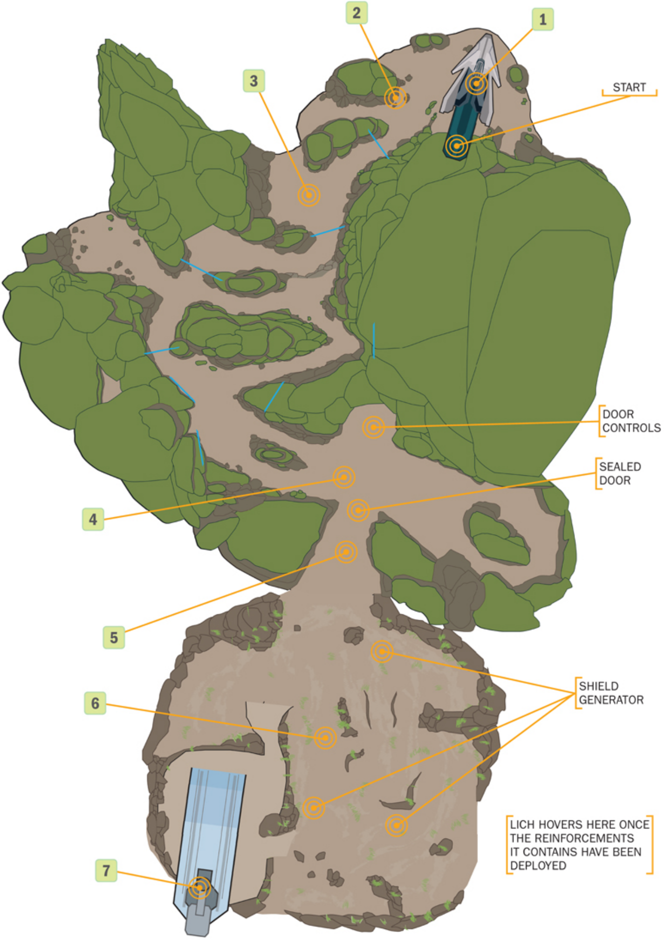
Objectives Ten and Eleven: Activate Door Control, Evacuate to Apex


2
34
ACTIVATE
14


7
ACTIVATE
21.7M
14

[11] With all three door locks overloaded, make your way back toward the controls indicated on the HUD. The fight's not over yet. Once again, as you approach the sealed door, Prometheans teleport into the area in force. This is the home stretch! Wipe these guys out, then use the controls to finally open the door that will take you to Apex.

Chapter Three: Seize the Power


2
1
3
START
DOOR CONTROLS
SEALED DOOR
4
5
SHIELD GENERATOR
6
LICH HOVERS HERE ONCE THE REINFORCEMENTS IT CONTAINS HAVE BEEN DEPLOYED
7

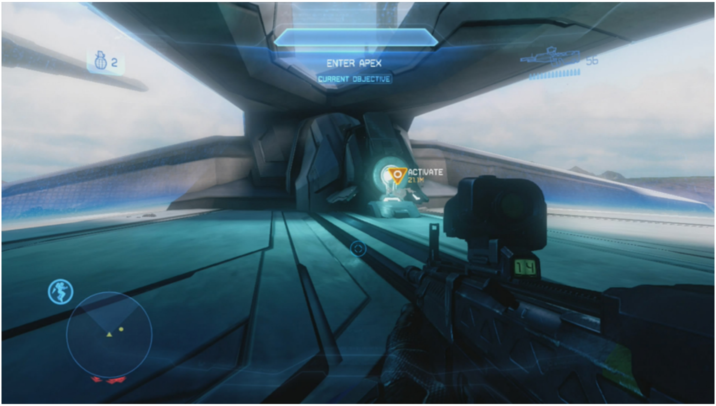
With Requiem shaking itself apart the closer it gets to its sun, Fireteam Crimson has managed to finally arrive at Apex on foot; their goal is hopefully somewhere in this area. The reason that Crimson has been proceeding on foot is the UNSC has already lost numerous Pelicans and Marines to the Covenant. It's a better bet for the Spartans to fight their way in on foot, look for survivors from the Pelicans, find the parts they need for the Harvester, and muscle their way back out on foot.

Apex has been a highly contested zone throughout the conflict, and the Covenant have taken steps to ensure that the peak has been thoroughly secured against your presence. You must gain access to the basin at the top of Apex, disable a series of shield generators, and penetrate the Forerunner structure they protected. It is believed that what is needed to power the Harvester can be found there.

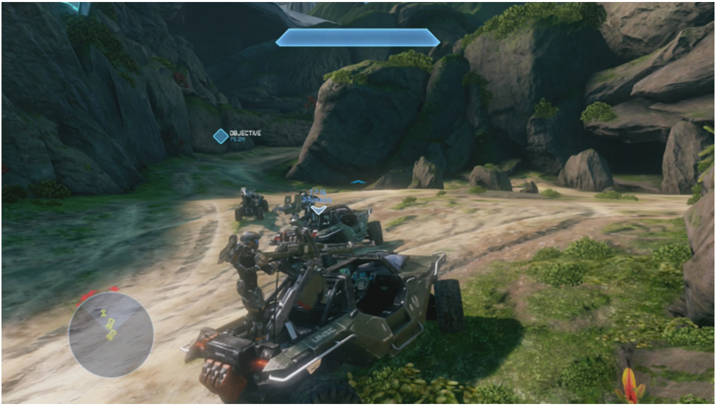
Map Location: Apex

The many crashed Pelicans left an abundance of supplies for the early going, but most importantly they left a number of functional Warthogs for you to use. These, along with the allies you come across manning the Machine Guns, arguably make up the most important part of your arsenal throughout this mission. Ghosts, manned by Covenant or left unattended, make excellent backup weapons to use. The Wheelman upgrade might not be a bad thing to have with you for this operation, as there are many Plasma Pistol users, and getting disabled while under heavy fire means certain death.

Objectives One, Two, and Three: Enter Apex, Rendezvous With Spartans, Secure Power Supply

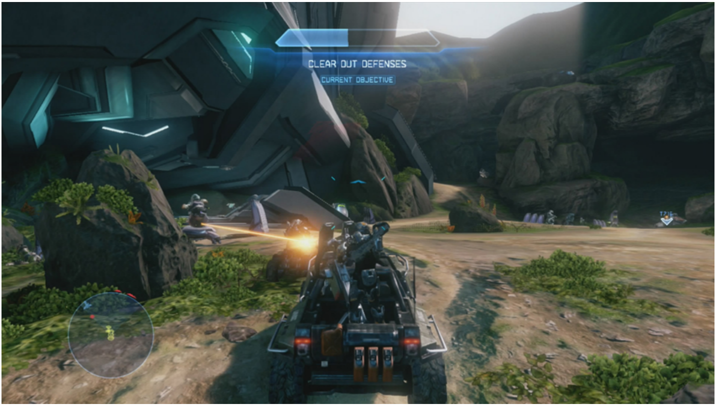

2
ENTER APEX
CURRENT OBJECTIVE
56
ACTIVATE
21.1M
14

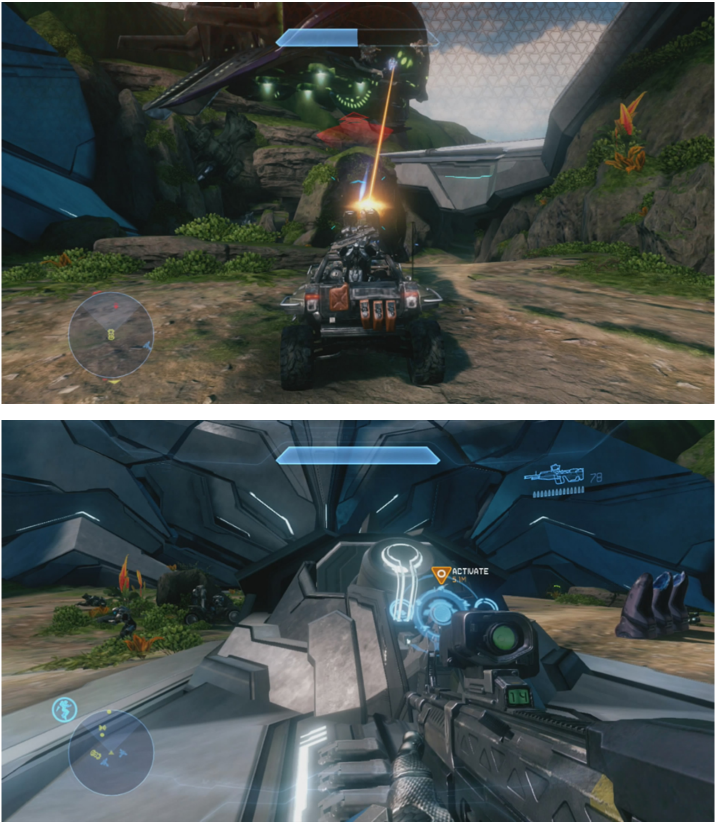
2
56
INCOMING TRANSMISSION
SPARTAN GUSTAVO ESPOSITO
CHANNEL ACTIVE
14


OBJECTIVE
75.2M

[1] You begin inside the structure at the bottom of Apex. Your first objective is to use a control panel to lower the shields of the building so that you can start your search. You then meet up with Spartans from Fireteam Forest [2], who survived a Pelican crash, along with a number of Warthogs. Take your pick of the vehicles and get ready to roll out with these new allies in tow. It's confirmed that the power supply you need is at the top of the mountain. As you start the climb, you encounter another pair of Spartans on a Mongoose armed with a Rocket Launcher. Be careful when driving near this Mongoose! The Rocket Launcher user is a little trigger happy and can just as easily kill you as he can the enemy.

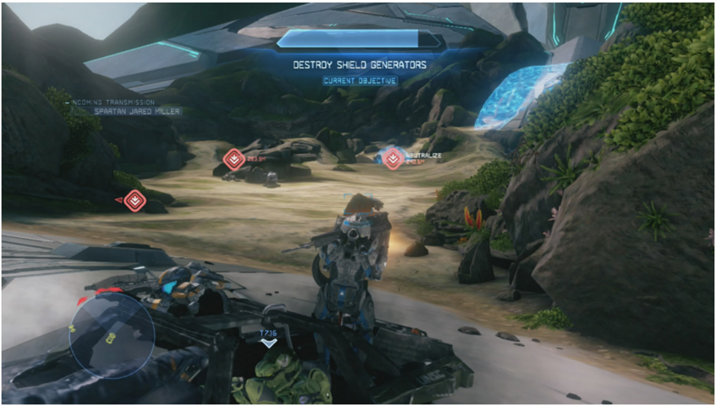
Objectives Four and Five: Clear Out Defenses, Open Gate

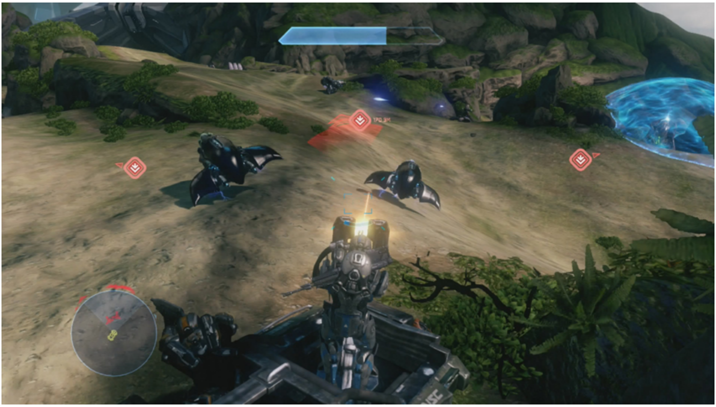

CLEAR OUT DEFENSES
CURRENT OBJECTIVE


78
ACTIVATE
5.1M
14

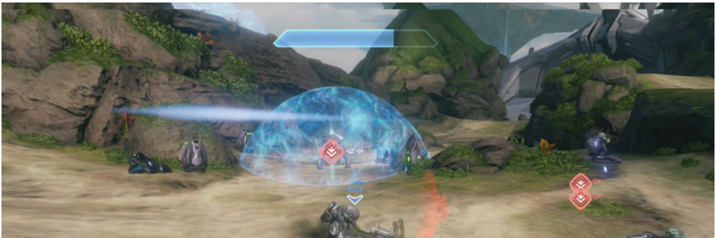
[4] You have to drive to the top of the mountain and clear out the local defenses first. Expect all manner of Covenant infantry backed up by Shade Turrets, with reinforcements being delivered by Phantom. After the enemy defenses are dealt with, a control is marked on your HUD that will grant access to a new part of Apex mountain.

Objectives Six and Seven: Enter Basin, Destroy Shield Generators


DESTROY SHIELD GENERATORS
CURRENT OBJECTIVE
INCOMING TRANSMISSION
SPARTAN JARED MILLER
NEUTRALIZE



[5] [6] The newly opened door grants access to a basin that has been completely blocked off until now, and at the highest point is a Forerunner structure you need to get to. However, it is protected by a shield that's powered by three shield generators. The basin area is filled with Covenant defenders, with the Ghosts making up a large portion of their overall strength.



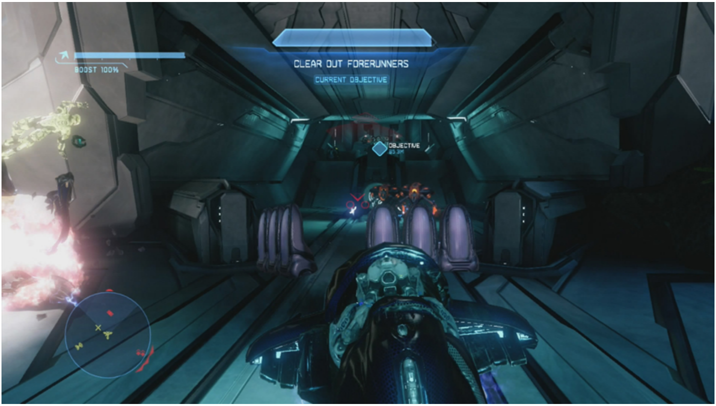
In addition to ground troops and Ghosts, all three generators have at least one Shade Turret somewhere in their vicinity for extra protection. You have to be inside their protective barriers to damage the generators. Thankfully, you can use this to your advantage for a short time to allow your own shields to recharge if necessary. You'll also need to clear the basin of hostiles before you can proceed further.

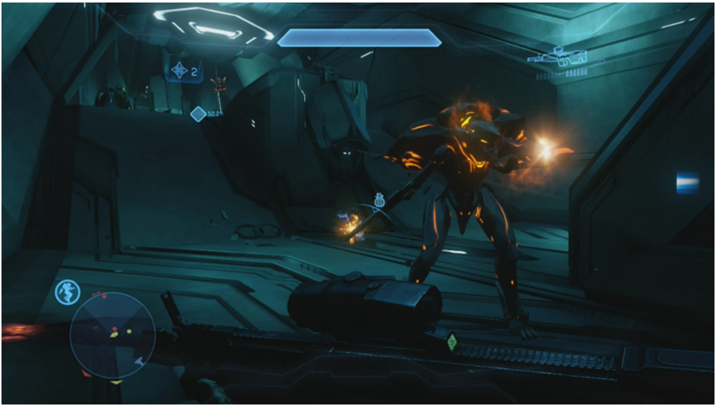
Tip

If you lose the Warthogs, you're hardly out of luck. There are plenty of Ghosts available to steal, and they can be just as useful for dealing with the shield generators and any other hostiles. Things get a bit dicier when pitting Ghosts against tougher targets, though.

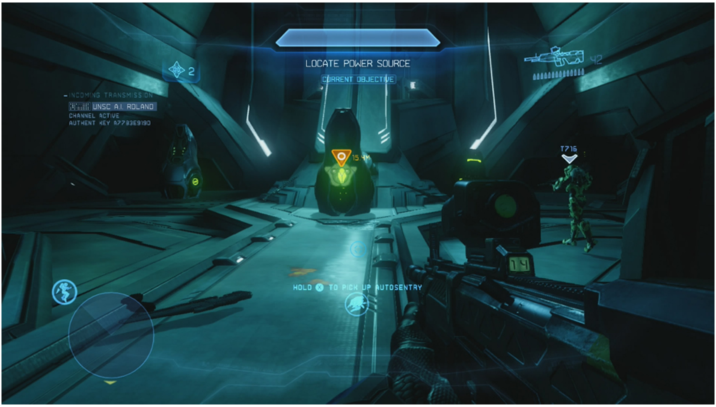
Objectives Eight, Nine and Ten: Enter Forerunner Structure, Clear Out Forerunners, Locate Power Source

BOOST 100%
T715


BOOST 100%
CLEAR OUT FORERUNNERS
CURRENT OBJECTIVE
OBJECTIVE
85.3M

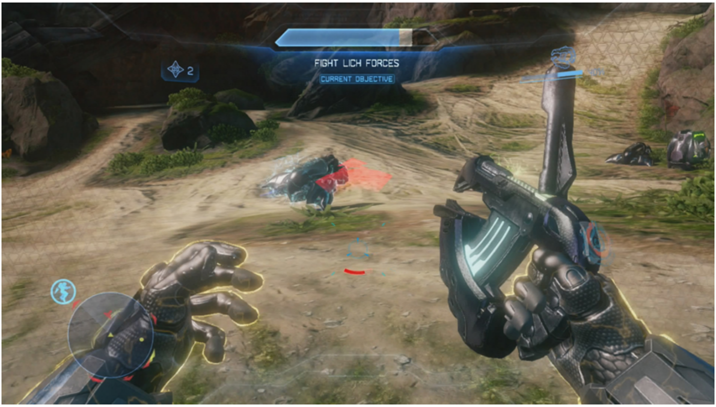


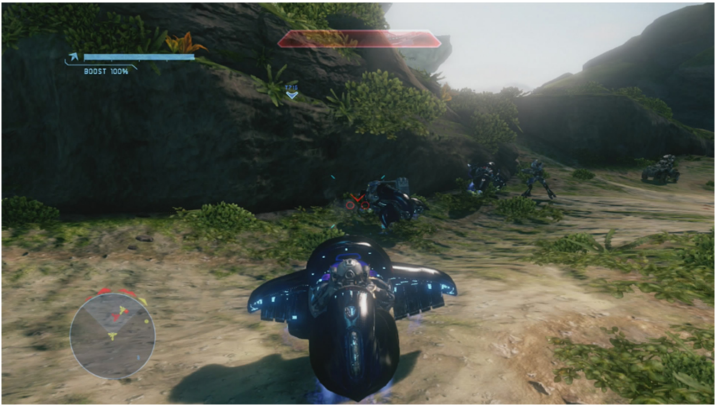
[7] Once inside the structure, you'll have to deal with Prometheans and a suicidal pack of Grunts. Follow the ramp upward cautiously, as there are a number of additional Knights protected by Watchers along the way.

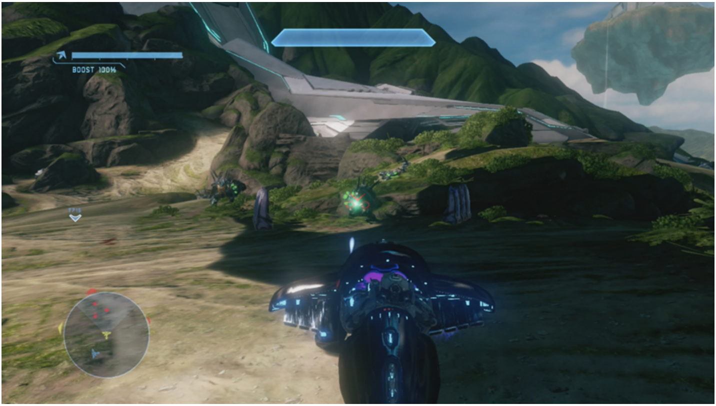

2
LOCATE POWER SOURCE
CURRENT OBJECTIVE
INCOMING TRANSMISSION
UNSC A.I. ROLAND
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
15.4M
T716
42
14
HOLD Ⓧ TO PICK UP AUTOSENTRY

After clearing out the structure, a Covenant comm panel is marked for you to use it. This calls in a Lich, which is filled with a lot of bad guys. Roland says that this is all part of his plan: the part you need to power the Harvester is nothing less than the engine core from that Lich, and you'll have to "convince" it to get close enough for you to board. When you see it approaching, it is accompanied by Banshees and Phantoms. Brace yourself.

Objective Eleven: Fight Lich Forces


2
FIGHT LICH FORCES
CURRENT OBJECTIVE

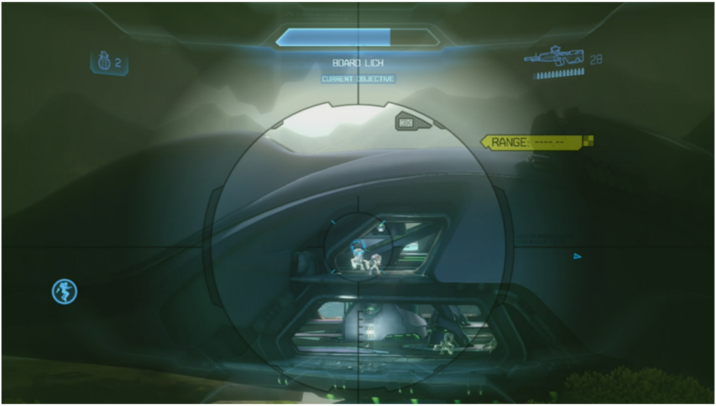




The Lich and the Phantoms deploy every variety of Covenant infantry and armor than they can muster. It's a tough fight by any stretch of the imagination. If you have to be on the ground on foot, stay mobile, and make sure you have a Plasma Pistol to disable any hostile vehicles that come your way. Things can get a bit confusing if you still have Spartans from Fireteam Forest in the fight, as they will hijack Covenant Ghosts if at all possible. Check your fire, as these Spartans provide an invaluable service: that of the decoy.

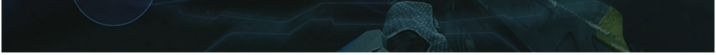
The Lich pauses occasionally over the battlefield to deliver more troops, including sets of Hunters, as the fight progresses. Additional hostiles arrive via Phantom, and these typically include extra Ghosts to throw into the fray. Keep fighting and killing the enemy until the Lich moves itself into position for the next phase of Roland's plan.

Objectives Twelve, Thirteen, and Fourteen: Board Lich, Steal Lich Core, Escape Lich



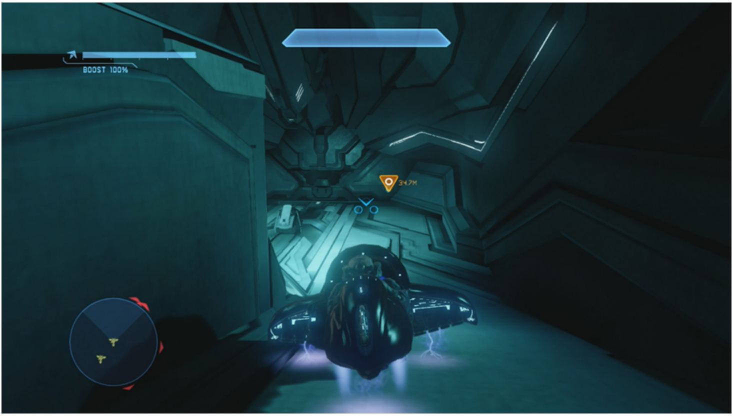
2
BOARD LICH
CURRENT OBJECTIVE
28
3X
RANGE: ----.--

2
2
17
GRUNT ULTRA SLAYER - ADEPT
50/75
05



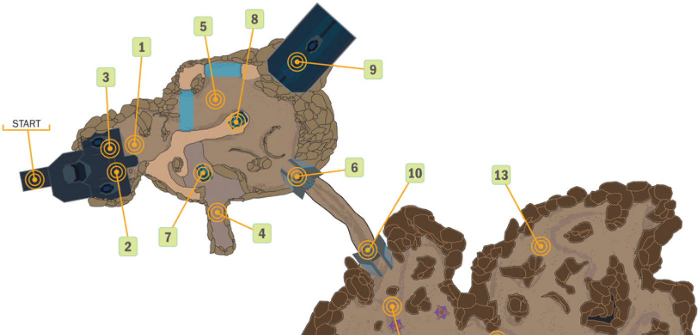
You can board the Lich with a running start and a Jet Pack-assisted leap, or you can drive something fast and nimble, ideally a Ghost, and use the terrain next to where it "parks" as a natural set of ramps to launch yourself aboard the vehicle. The latter of these two options is more awesome, but both work just fine. Once aboard, fight your way past the Covenant crew until you reach the engine core and rip the part you need free from it. Taking the core naturally destabilizes the whole vehicle, which leads to an explosion that will tear the whole craft apart. You will want to be off the Lich before that happens.

Objective Fifteen: Escape to Caverns


BOOST 100%
347M

With the part you need in your possession, there's no more reason to stay on Apex. Find a Ghost and race down the mountain as quickly as you can, back to where you started this mission. Phantoms make strafing runs to try to slow you down, and Beam Turrets begin phasing into the area as you move down the mountain. Don't overstay your welcome; just race past the enemy and hit the designated control to return to the Warrens!

Chapter Four: Out the Other


START
1
2
3
4
5
6
7
8
9
10
13

11
12
LANDING ZONE

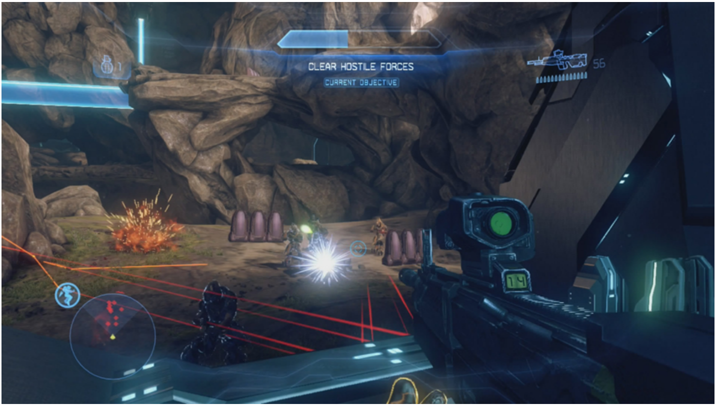
Fireteam Crimson has made it back to the Warrens, but the enemy has managed to reoccupy the area, fashioning a series of ambushes and defensive positions that will force the Spartans to fight their way back out of the underground caverns to the surface. Given the nature of enemy coverage, there is only one viable evac point, and it is deliberately behind a wall of Covenant.

Multiple Pelicans have fallen throughout the Warrens, leaving behind supplies that will allow you to fight the staggering numbers of hostiles that await. The exit to the surface has been locked down by a shield system, so you will need to disable any power sources before you can exit the caverns. Intel suggests heavy enemy presence all across the potential landing zone, including numerous Wraiths and high-ranking Covenant troops, so be prepared to fight for every inch of progress.

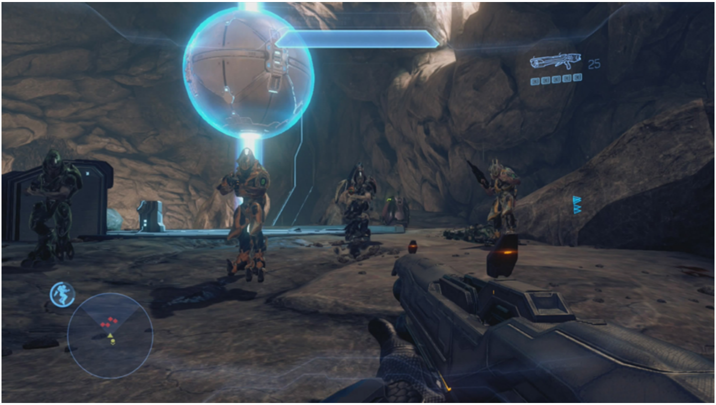
Map Location: Warrens

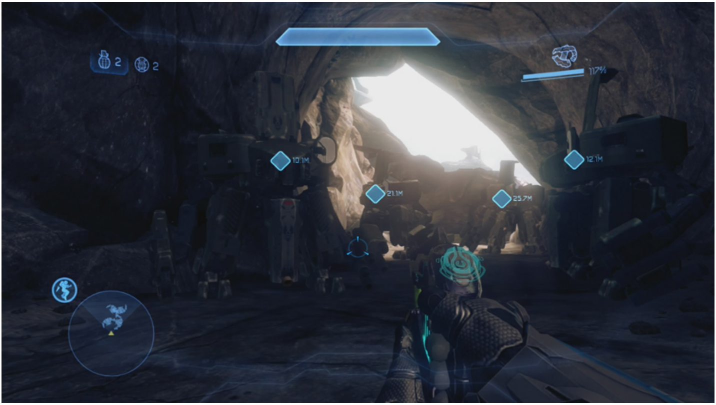
Shortly after your first encounter with the enemy, you are directed to a crashed Pelican that has left behind the ultimate weapon of choice for this mission: four Mantis combat mechs. So long as you remember that you are not invincible while piloting a Mantis and don't try to tank Wraith plasma mortars or repeated shots from Fuel Rod Cannons, you can take a Mantis through the entire mission. If you're stuck on foot, the enemy brings a lot of power weapons to the fight, like the Fuel Rod Cannon. Don't neglect to take a Plasma Pistol to deal with vehicles on foot, if it comes down to it.

Objectives One and Two: Secure the Area, Investigate Downed Pelican


CLEAR HOSTILE FORCES
CURRENT OBJECTIVE
56
14

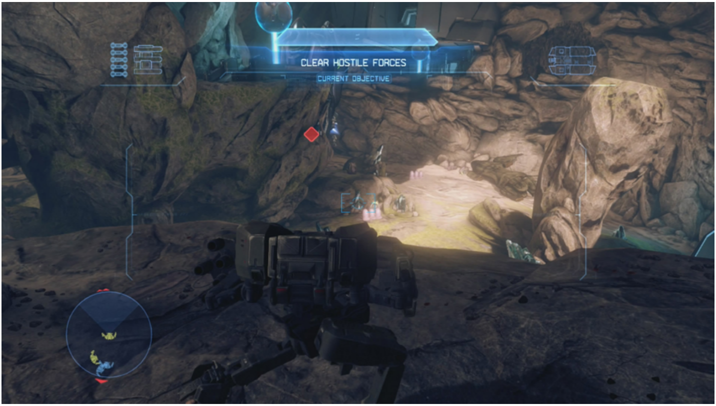
[1] A short distance from where you start the mission, a large group of Elites of various ranks lies in wait. You can help even the odds if you use the Binary Rifles found on the right ramp [2], or the Scattershots found on the left ramp [3]. During this initial encounter, until you whittle down the enemy numbers significantly, consider standing out in the open to be a death sentence. Once you cut a number of Elites down, they retreat deeper into the caverns. You'll be told to go after them and investigate the site of a downed Pelican.

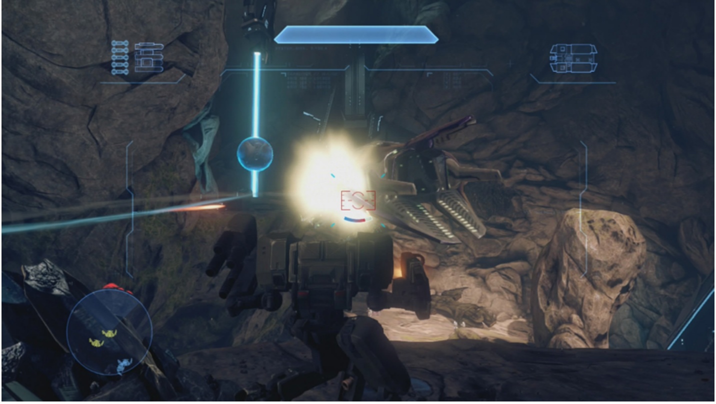


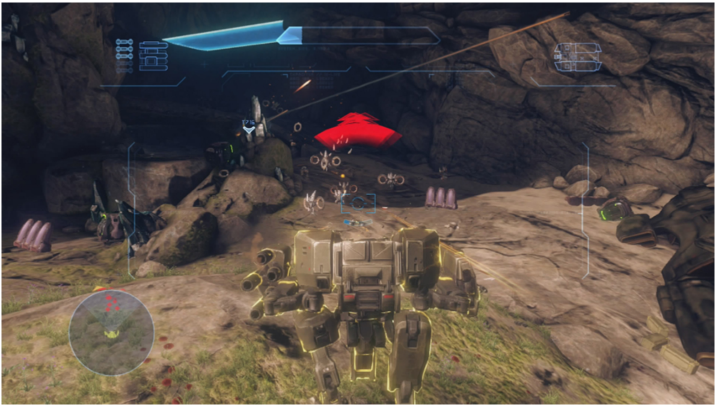

2
2
117%
10.1M
21.1M
25.7M
12.1M

[4] The crash site is being protected by these Elites for a reason: Four Mantis mechs await Spartan drivers.

Objectives Three and Four: Clear Hostile Forces, Destroy Forerunner Power Sources


CLEAR HOSTILE FORCES
CURRENT OBJECTIVE





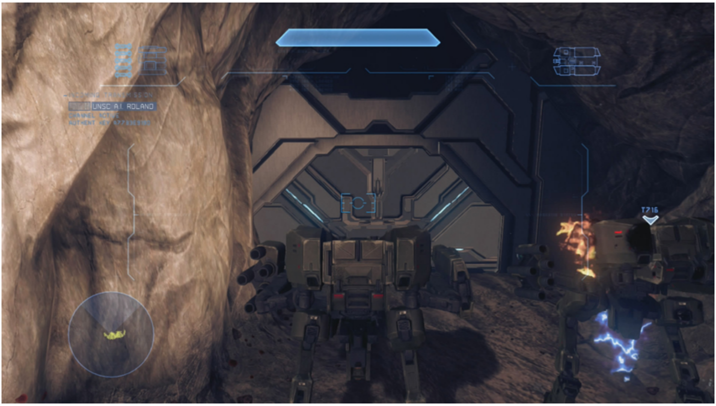
[5] A Drop Pod makes the poor choice of deploying troops just as you get inside a Mantis. You have both an elevated position and walking combat armor. This first group is just the beginning, though. A Phantom shows up shortly after the Drop Pod to deliver more Covenant to the fight. Meanwhile, it becomes apparent to Spartan Miller that your one way out is blocked off by a shield system [6]. Roland needs you to continue holding the area against waves of Covenant and Promethean reinforcements while he tries to figure out a solution. Eventually, a massive swarm of Watchers begins to flood into the Cavern. Take them out as quick as you can to prevent their setting up Beam Turrets or reviving fallen Knights and Crawlers.

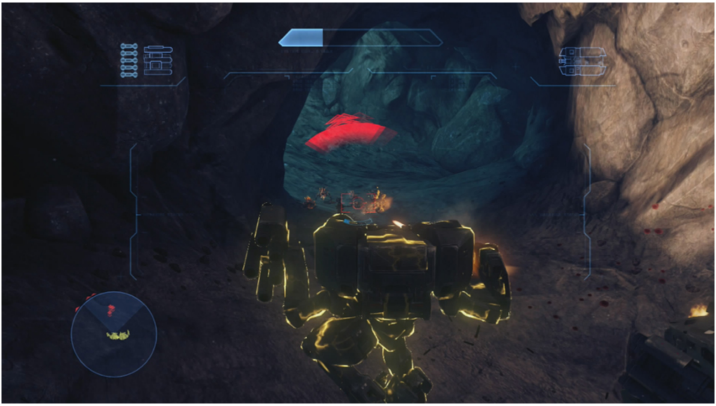
Tip

Don't forget that the Mantis has the ability to perform a devastating ground stomp attack. Use this on Crawlers who get too aggressive for their own good, but make sure no allies are in front of you when you execute this maneuver!

Eventually, it’s discovered that the three power sources you activated during chapter two of this episode are running the shield system. You have to go to each one of the power sources and destroy them [7] [8] [9]. The first two can be easily destroyed from where you initially picked up the Mantis mech, but the third [9] will require you to climb up the series of ramps and cross the light bridges to reach it. Approaching it can be very dangerous, as you can expect Knight Lancers and Crawler Snipes to be among the Prometheans teleporting into the cavern, and their Binary Rifles are still exceedingly dangerous, even to a Mantis.

Objectives Five, Six, Seven, and Eight: Find Route Out of the Cave, Open Cavern Door, Clear Hostile Forces, Get to the Pelican

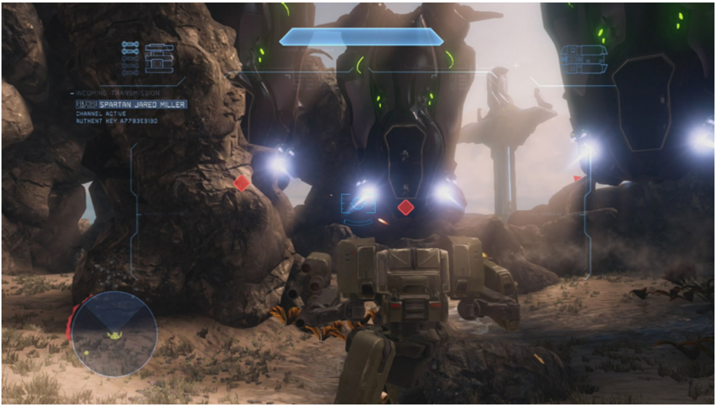

UNSC A.I. ROLAND
T216

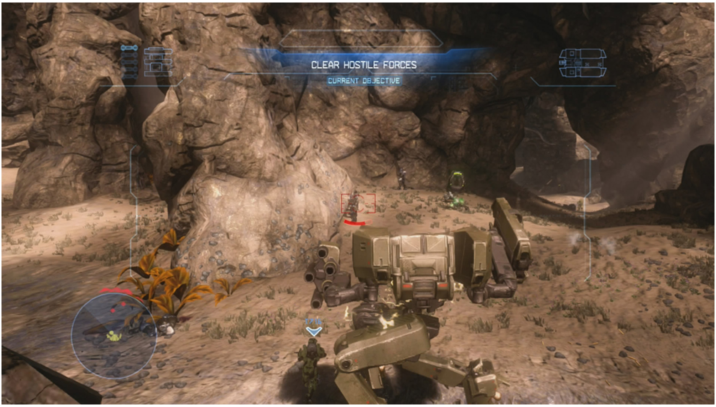


[10] The door to the outside is locked and has to be manually unlocked by a control panel. Before you do this, turn around to face the Crawler pack that teleports behind you and put them down, then open the door.

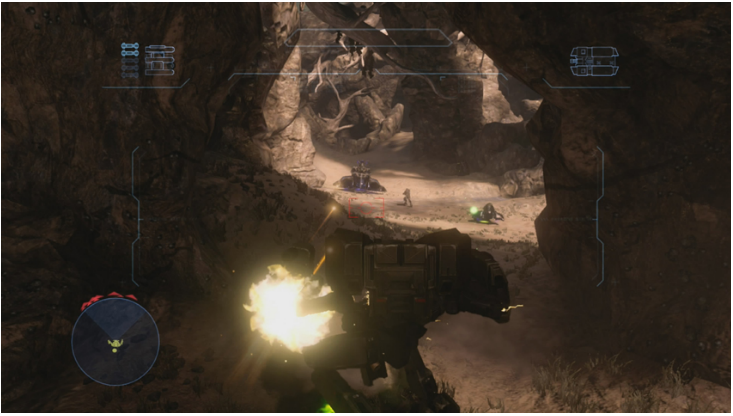
Tip

Be careful about using the Mantis foot stomp here if you're playing with friends. This passage is extremely tight, and we're not too proud to admit that there were ... accidents that happened in this section because of that.

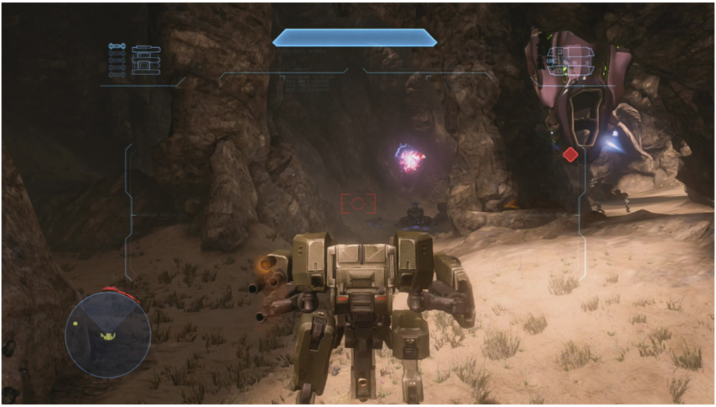

INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A77B3E9190

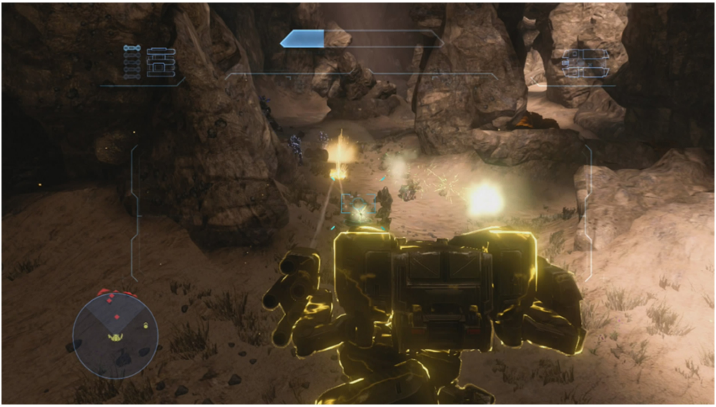

CLEAR HOSTILE FORCES
CURRENT OBJECTIVE

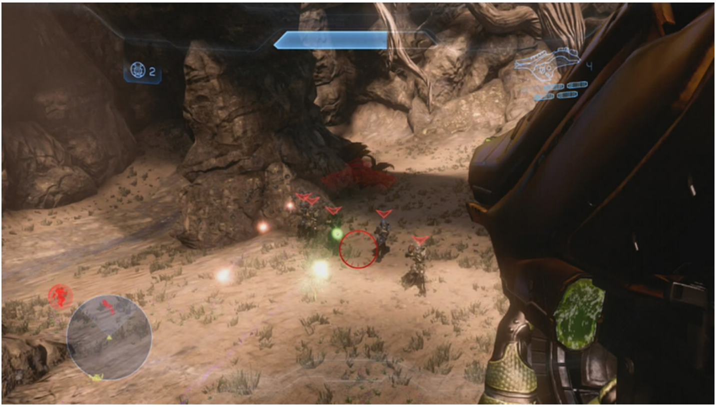
[11] Just outside of the cave, three Drop Pods deploy another large group of Elites. From this point on, prepare yourself to be on the receiving end of multiple Fuel Rod Cannon shots. Whether you are on foot or in a Mantis, advance cautiously and stay out of open terrain as much as possible.



[12] A pair of Ghosts and a Wraith join more ground troops in trying to hold this choke point down.

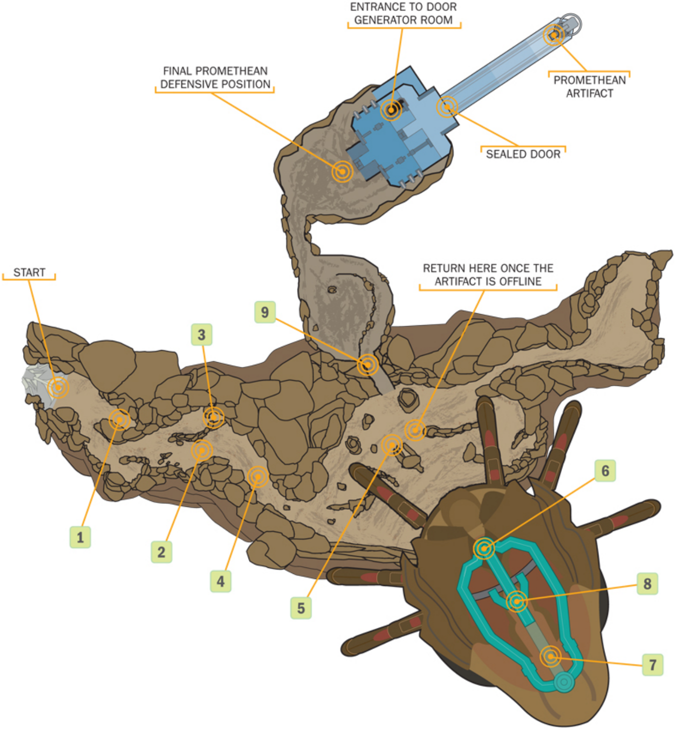






[13] This gauntlet of troops is deployed via Drop Pod and is supported by more Ghosts and another Wraith. Once you've cleansed the area of the Covenant presence, an evac Pelican manages to slip into the area to pick you up. Things are looking up after the retrieval of the power core. You just have to get it installed into the Harvester, but as you know by now, both the Covenant and the Prometheans can be relied on to show a suicidal fervor when trying to stop you. It's off to the final battle.

Chapter Five: One Last Time


ENTRANCE TO DOOR GENERATOR ROOM
FINAL PROMETHEAN DEFENSIVE POSITION
PROMETHEAN ARTIFACT
SEALED DOOR
START
RETURN HERE ONCE THE ARTIFACT IS OFFLINE
9
3
6
1
2
8
4
5
7

Requiem draws closer to its sun as Fireteam Crimson is deployed to the Harvester one more time. One last scuffle with Covenant and Prometheans stands between the Spartans and the artifact that will hopefully get the *Infinity* off the shield-world.

The plan is simple: Shoot every last Covenant or Promethean until they stop moving, get the Harvester back online, blast open the stone wall that blocks access to the artifact, and get off Requiem. Failure has never been an option for Fireteam Crimson, and it would be an exceedingly poor choice to make it one today.

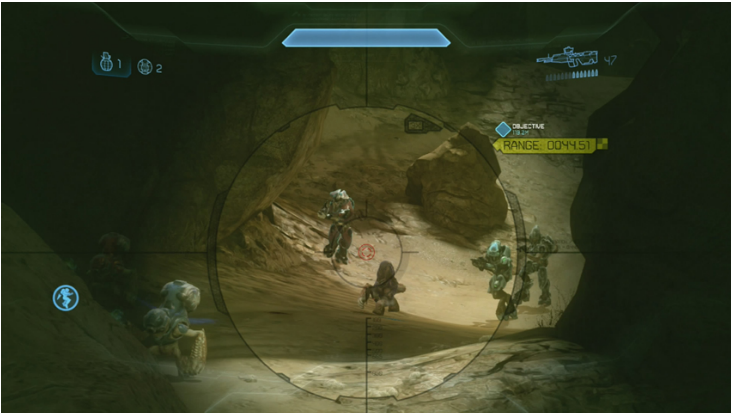
Map Location: Harvester

No vehicles for this final mission, just some good old-fashioned ground combat on foot. By now you know what weapons work best for you and how to apply them in the situations you encounter. It should be noted that UNSC weapons and ammo crates aren't exactly plentiful here, so your loadouts may be better off with Covenant weapons like the Covenant Carbine.

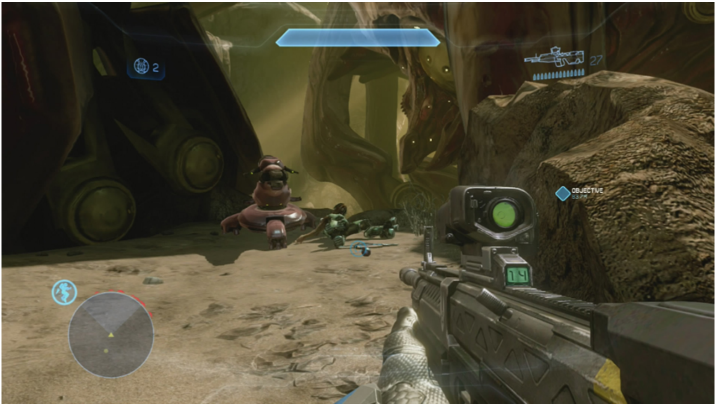
Objectives One, Two, and Three: Advance to Harvester, Install Power Supply, Fire the Plasma Drill

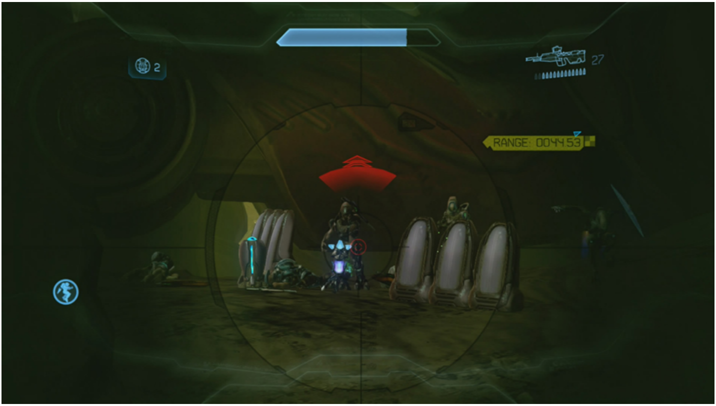
2
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY
164.5M
56
14

Deployment goes surprisingly smooth, which gives you a chance to actually get into a good position [1] that overlooks the first set of Covenant troops [2]. Watch out for Jackal Snipers that hang out in the caves [3] as you work your way through this group.


1
2
47
OBJECTIVE
RANGE: 0044.51

[4] Some Covenant will fall back down the hill a short ways to meet up with some comrades before counterattacking. Don't be caught off guard by these tactics!


2
27
OBJECTIVE
14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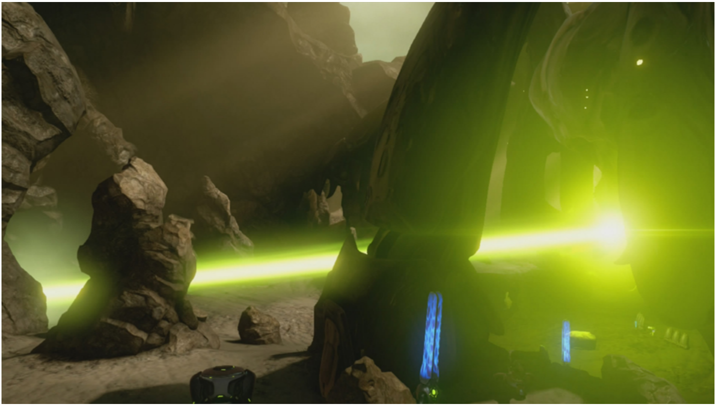
27
RANGE: 0044.53

[5] The field in front of the Harvester has once again been fortified by the Covenant. Expect Shade Turrets, mounted Plasma Cannons, and a lot of ground troops to be scattered throughout the area in front of the Harvester entrance.

1
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY

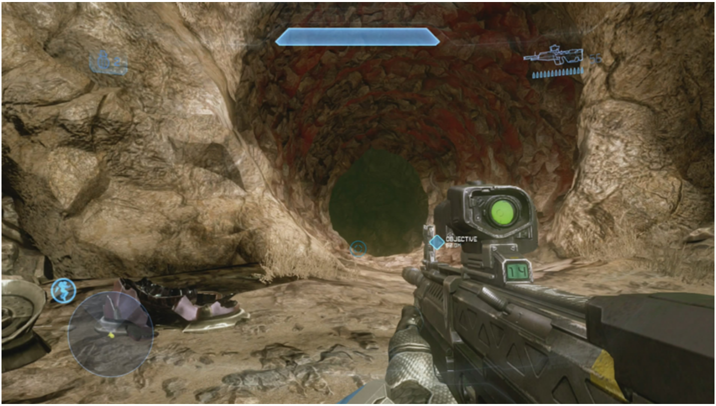
[6] As soon as you enter the Harvester, you're attacked by more Covenant, with a pair of Hunters at the forefront of their defense. Be careful as you advance down the corridors leading to the control room, as more Jackal Snipers guard the passages beyond the Hunters. The room where the power core must be installed is protected by another squad of Elites [7].

2
56
ACTIVATE
14.7M
14



[8] After installing the core, proceed into the control room to fire the Harvester's Plasma Drill.

Objectives Four and Five: Investigate the Interior, Eliminate Promethean Defenders


OBJECTIVE
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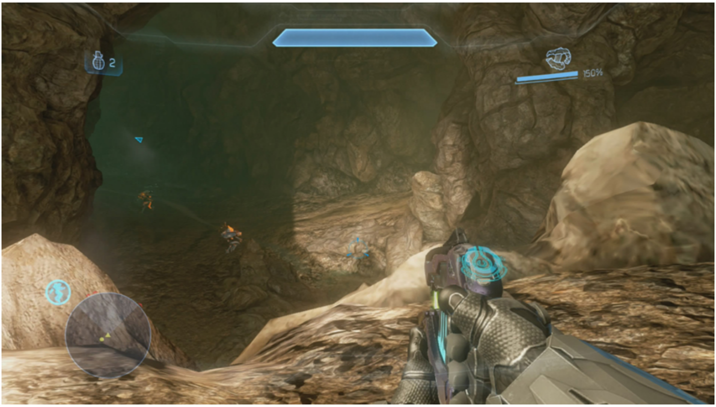
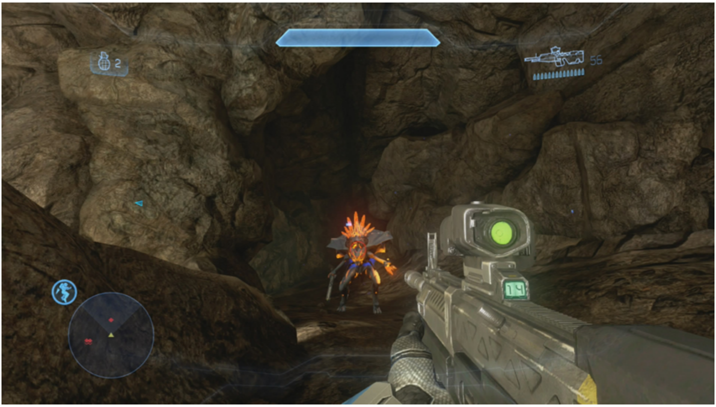
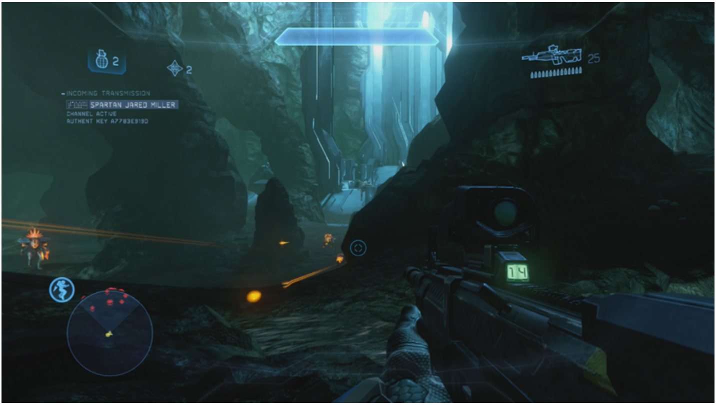




[9] The Plasma Drill bored a massive hole in the rock face, giving you access to the interior. Surprisingly, no Covenant reinforcements show up to stop you. However, once you get past the bore hole, a squad of Promethean Knights teleport into the cave and engage you.

Farther beyond the Knight ambush, a Crawler pack rushes at you.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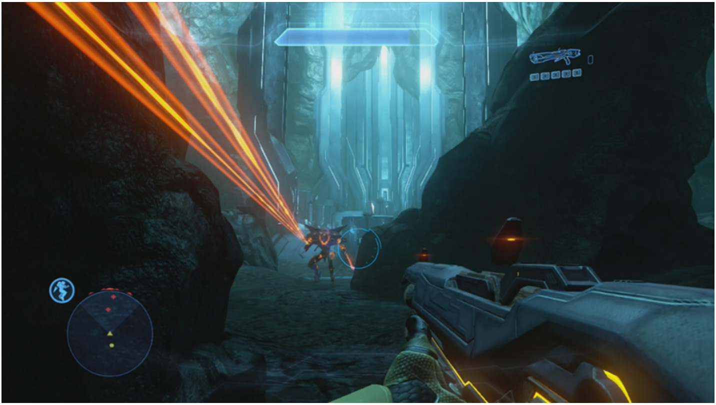
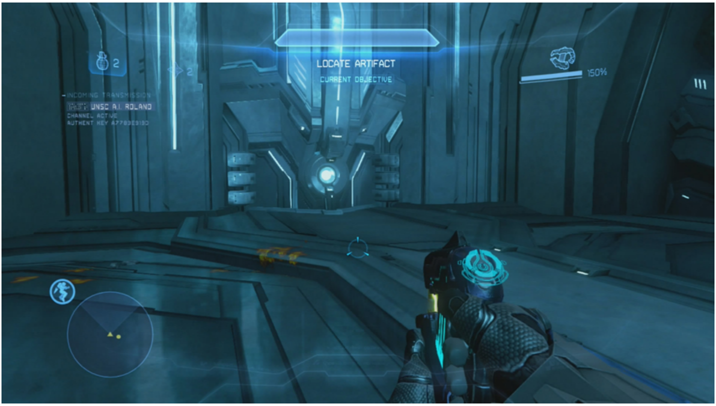
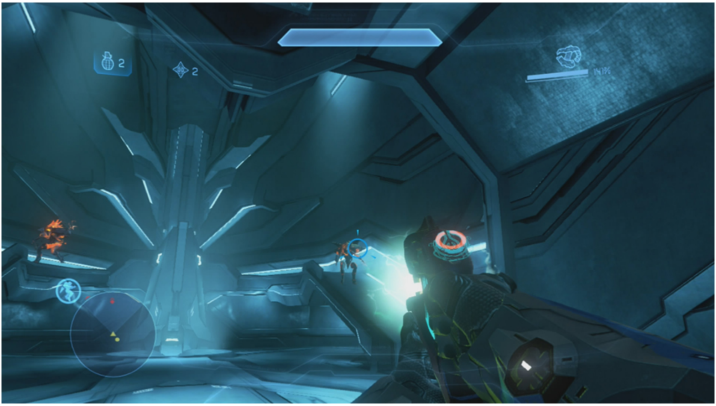
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
AUTHENT KEY A7783E9190
25
14

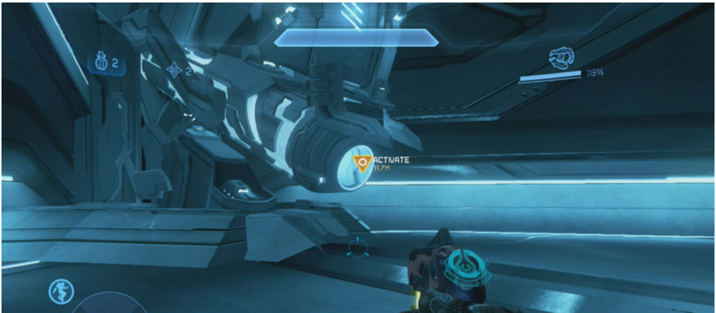


The cave opens up into a larger chamber with a Forerunner construction at its end. More Prometheans teleport into the area to combat you. As always, don't press the attack immediately—you'll just get chewed up by the sheer number of Crawlers that make up the bulk of the enemy force. Crawler Snipes and Knight Lancers with Binary Rifles once again rear their heads to terrorize you with their one-shot-one-kill capability. At the top of the structure, protecting a sealed door, is a Knight Commander armed with an Incineration Cannon. If at all possible, we recommend that you recover this weapon for later use.

Objectives Six, Seven, and Eight: Locate Artifact, Activate Door, Retrieve the Artifact


2
2
LOCATE ARTIFACT
CURRENT OBJECTIVE
150%
INCOMING TRANSMISSION
UNSC A.I. ROLAND
CHANNEL ACTIVE
AUTHENT KEY A77B3E919D

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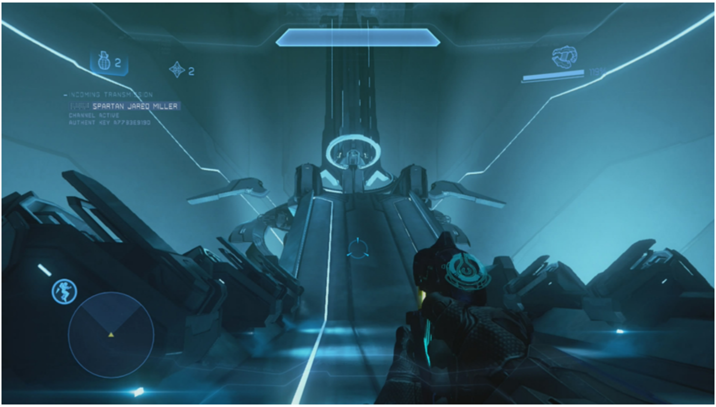
2
119%
ACTIVATE
11.7M

After cutting through the Prometheans to reach the door, you find that it is sealed tight and without power. Roland locates the power source necessary to open the door. You'll have to enter a passage located underneath the platform with the sealed door. Once you reach the indicated room, a pair of Knights teleport into the chamber. Put them down, then activate the power system to the sealed door.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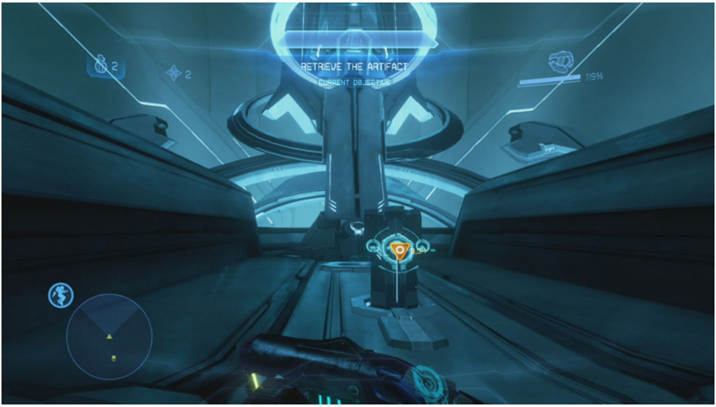
2
INCOMING TRANSMISSION
SPARTAN JARED MILLER
CHANNEL ACTIVE
119%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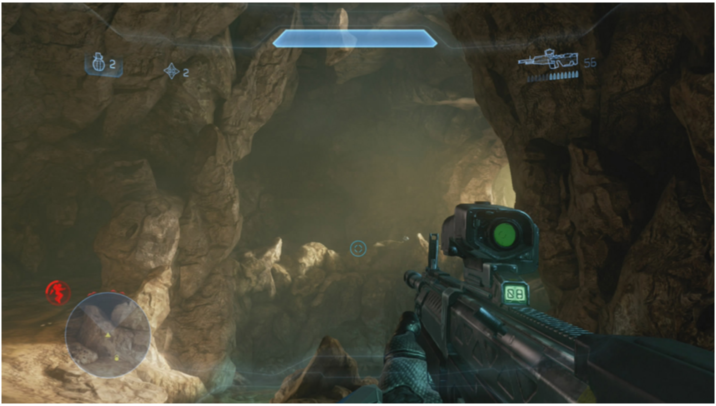
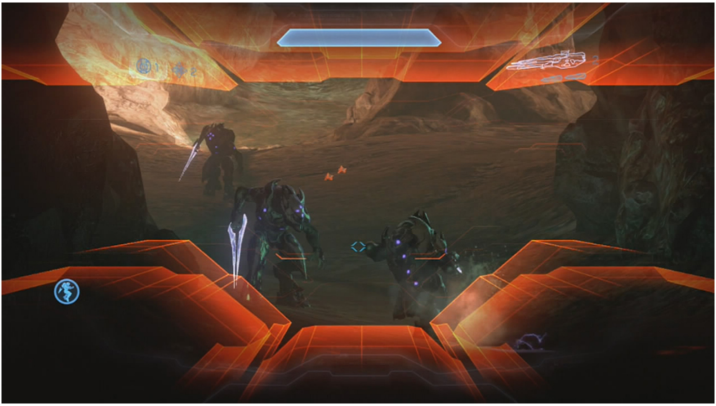
2
RETRIEVE THE ARTIFACT
CURRENT OBJECTIVE
119%

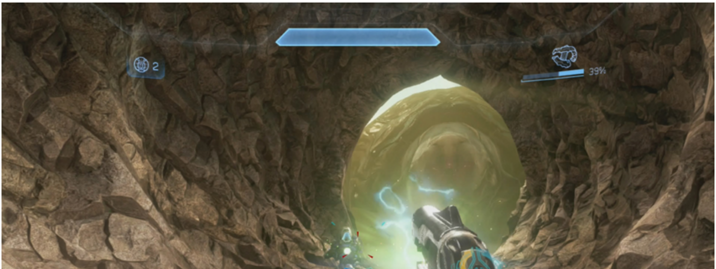
With the door to the artifact opened, use the control panel at the top of the ramp to retrieve the artifact.

Objectives Nine and Ten: Eliminate Remaining Covenant, Get Off Requiem

You've successfully retrieved the artifact, but the quakes rocking all of Requiem are getting worse the closer it gets to its sun. The gravity of the area starts going berserk, and you are thrown into the air and into hard surfaces, which strips away your shields. Work your way back, despite these shifts in the gravity, until you reach the chamber you first entered after the Harvester's Plasma Drill opened the path for you.







One last Covenant squad guards this exit, intending to give their lives to ensure that you accompany them into Requiem's sun. This can be a brutal final showdown. Elites hold the high ground and a trio of cloaked Elite Zealots hold the lower level. Inside the final tunnel, one last pair of Elites do their best to hold the line against you.

2
48
OBJECTIVE
31.9M

Once you defeat this last group of Covenant, it's well past time to leave Requiem behind. The Pelican Dropship flies into position for evac, and once you climb aboard you'll have come to the end of the first season of Spartan Ops!

Spartan Ops

Future Episodes

This first episode should set the tone for all upcoming Spartan Ops content. For more coverage on Spartan Ops in the future, visit the Infinity section of this guide. As the saga of the Spartan Ops continues, we will provide additional walkthrough content on the website, matching the weekly updates from 343 Industries. We’ll see you on the field, Spartans.